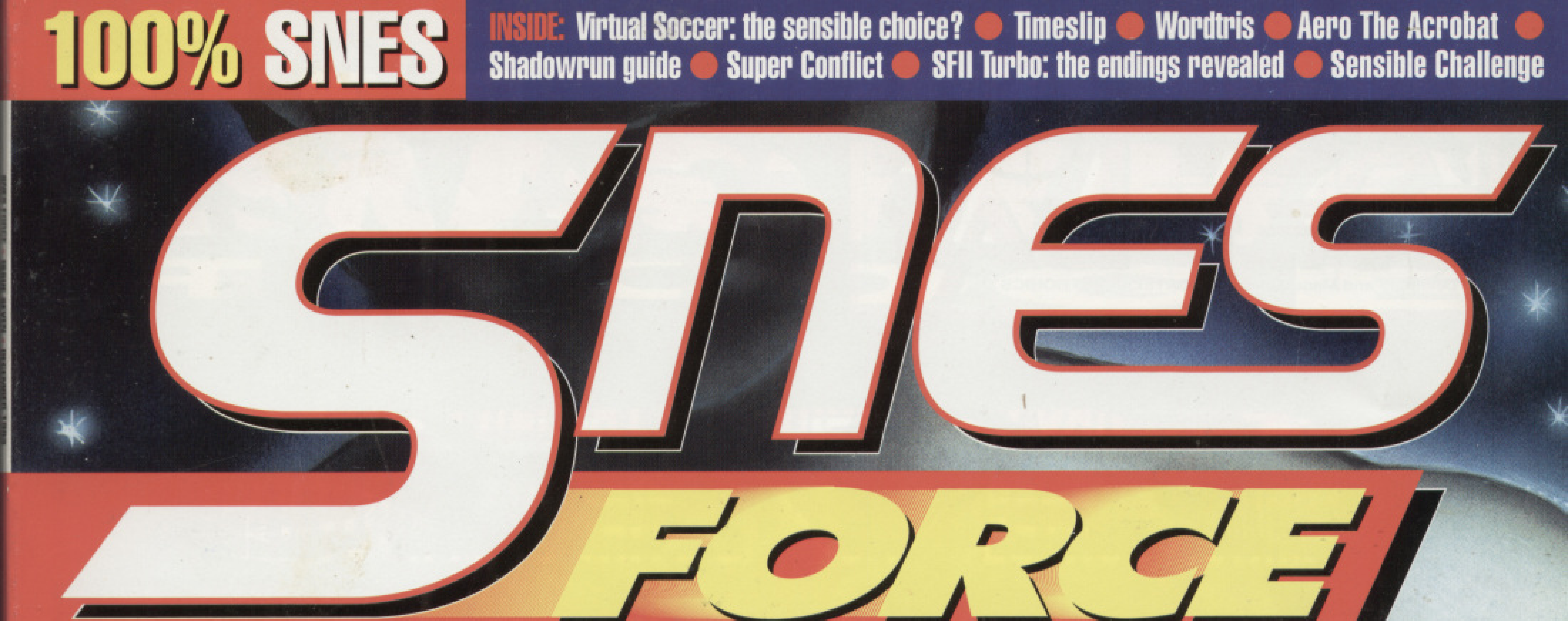
100% SNES

INSIDE: Virtual Soccer: the sensible choice? ● Timeslip ● Wordtris ● Aero The Acrobat ● Shadowrun guide ● Super Conflict ● SFII Turbo: the endings revealed ● Sensible Challenge



SUPER FIGHTIN' XMAS

Ranma, Dragon and Total Carnage in festive clash!

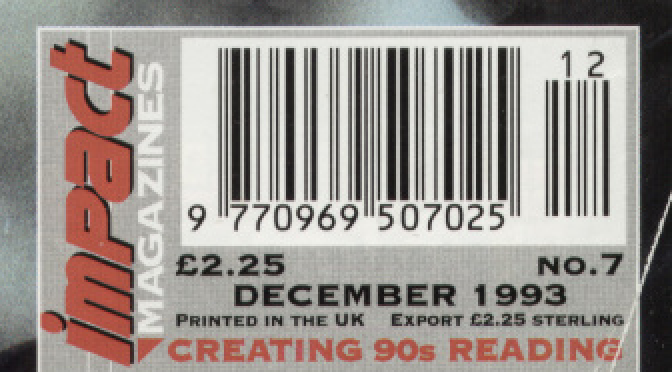
Rebels strike back

The stunning sequel to Star Wars

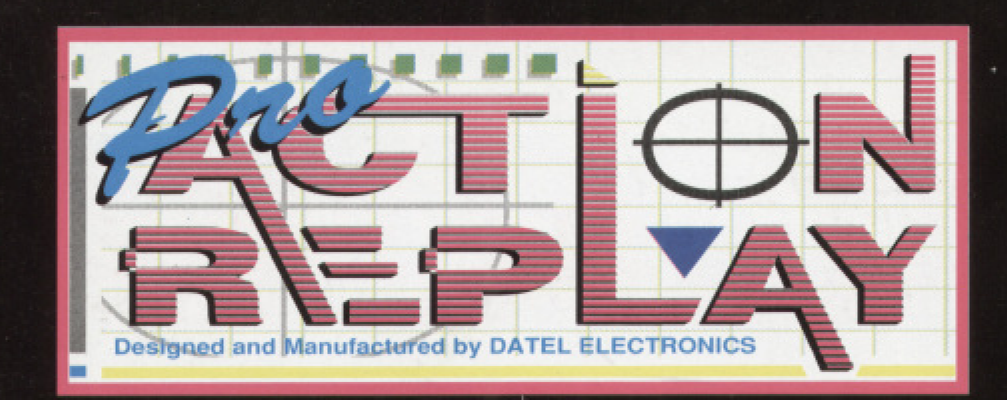
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All fizzled out?

Can Virgin's Cool Spot conquer the SNES?



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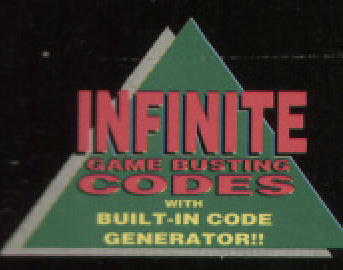
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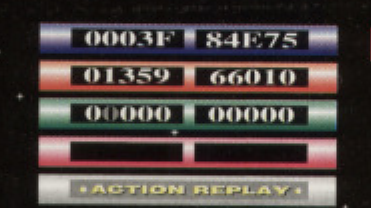
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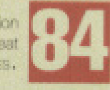
With Christmas looming large on the horizon, we check out the latest beat-'em-ups from the land of the rising sun. Catch the leg sweeps, the body blows and uppercuts starting with *Dragon* on page 26

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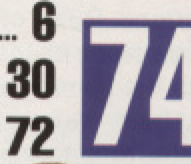
The Guide







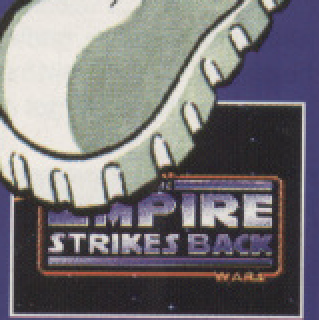


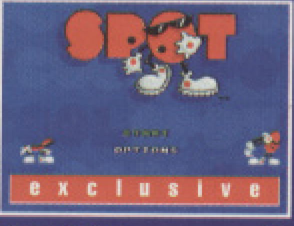




REVIEWS START ON PAGE 31

Reviewed and rated in full this issue…















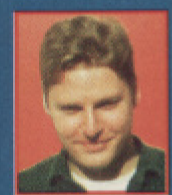


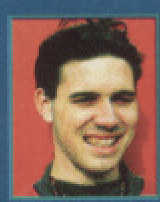




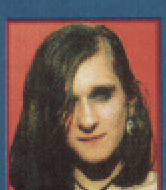
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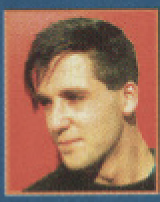
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editor
Super Empire


Charlie Chubb
senior designer
Super Empire


Jon Bruford
sub editor
Aero The Acro-bat


Will Evans
reviewer
Cool Spot


Chris Hayward
reviewer
Super Empire


Simon Hill
reviewer
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The News

December'93

Around the SNES world in 31 days...

THE POWER OF N

On Wednesday October 27th Nintendo showed off their new product lines and accompanying advertising campaign for Christmas to the press and select members of the public, at a glitzy affair dubbed *The Power of N*. The Ark in Hammersmith was specially hired as a venue, and above the balloon and banner-infested reception area on the ground floor, the first floor's various sections and walkways were divided into separate game sections. Rows of consoles in fibre-glass arcade cases lined the walls, with the gaming areas separated by three bars, a *Zelda* magic stage, an interview section, the main presentation area and video wall where Mark Goodier hosted the evening's entertainment, from between a huge *Street Fighter II* banner and the central *SFII* challenge area. Circling out from this were sections devoted to *Mario All-Stars, SFII Turbo, Starwing, Zelda 3* and NES/GameBoy.

Celebrities nabbed by the radio One DJ for 'a few quick words' included Shamen's Colin Angus, Mike Edwards of Jesus Jones, UK Nintendo Champion Metro and John Leslie off Blue Peter (*all* the top stars!). Mario and Luigi were constantly present, along with a robot mime and the officials organising the unending game challenges being waged throughout the building, with prizes for completing the first of the new *Lost Levels* in five lives, a time limit challenge on *Starwing* and the grand *Street Fighter II Turbo* tournament. After a synchronised display of real live Martial Arts by four blokes with sticks and a weird female Magician on the Zelda stage, the eight new TV commercials were premiered on the video wall and multiple screens around the separate sections. Starring Rik Mayall with the odd guest appearance by Craig Charles, the ads use a specially created Nintendo language in Ninsanely silly promotions for *Mario All-Stars, Nigel Mansell's F1, SFII Turbo*, the stand-alone SNES and *Zelda* on GameBoy amongst others.

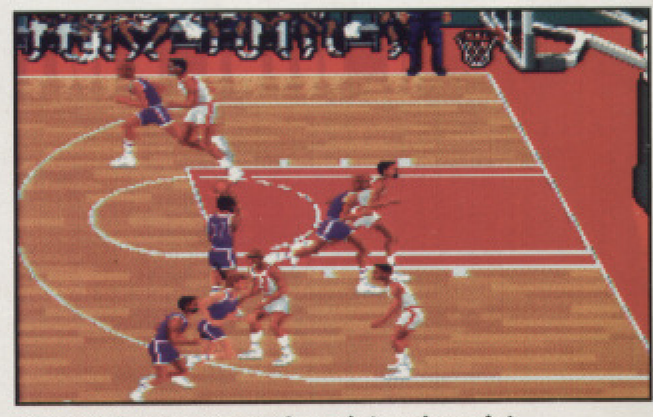
New hardware bundles were also unveiled in a Christmas press package included the SNES version of *Aladdin* plus its own £149 SNES bundle, but no *SFII Turbo* pack in time for Christmas, that's been saved for the '94 agenda. Still running are the *All-Stars* and *Starwing* packs, the SNES with a joypad and no software retaining its £90 tag. When the ads ran one last time and everyone was feeling much appreciative of Nintendo's Stella and white wine marketing policies the *Turbo* Tournament finals were held with an unsurprising victory for Metro as Ken (Simon Hill was not present). For all the hot news and updates, SNES FORCE has it first.

EA TAKES BULLS BY HORNS

Lanky men in vests you make 25 suits from, gorgeous girls flaunting themselves in front of the crowd — this is basketball and a game simulating the high-octane action of one of the most prolific federations the far side of the ocean — the NBA. In this association the players are the best b-ball stars you could ever hope to find. *NBA Showdown* hopes to capture the wildly entertaining sport with as many crazy slam dunks as it can possibly cram in.

All 27 NBA teams and players in the 1993 season are included so you can pick from the top stars in the business.Full season play, pre-season matches, play-offs and even the ability to create your own side *NBA* definitely isn't short on options. You could pit an entire team of Charles Barkley's against a side of Shaquille O' Neals — the match of the decade! Hell, the match of time itself.

With trademark moves, injuries and even fatigue affecting the game, realism is about to reach new heights in... er... realism! The season begins this January but don't forget our pre-release confab next issue.



Prepare for non stop slammin'-an-jammin', backboard-busting action in EA's *NBA Showdown*.

LETHAL ENFORCERS

Producer *Konami*
Available *December*
Status *Japanese release*

Blasting its way onto a console near you in coming months is the conversion of the wonderful *Lethal Enforcers*, brought to the SNES by coin-op giants Konami.

The game puts the player into the shoes of a rookie policeman who's stumbled into the middle of a bank robbery shootout, and only lightning-fast reflexes and a well-honed trigger finger are gonna save you. 'How can I do this?' we hear you cry, 'I'll blow up the telly!' Well, Konami, in their infinite wisdom, are supplying a tasteful pastel-blue handgun in every gamepak, essential for all you would-be uniformed psychopaths.


Buy the game, get a free magnum!

Over five stages of on-the-level, realistic blast-'em-up action in a first-person perspective, you'll face countless dangers including ninjas and heavily armed villains, from high-speed car chases to subway madness. During all the frantic furore, you must protect the public while working your way through the ranks to the heady title of Commander.

Crime is rife on the streets, and only one person can put a stop to it — you! Whip out your standard issue .357, have your truncheon at the ready and hit the city. Just remember — let's be careful out there…


The coin-op's stunning digitsed graphics are faithfully reproduced in Konami's hard-hittin' conversion.

DOLLY MIXTURES

His games have made him a superstar and now Mario is immortalised, in fact he's been stuffed! A range of *Super Mario World* Plush Doll Sets is Vic Tokai and Hornby Hobbies' answer to ardent fans who want a cuddly character of their own. The range features stars from all *Mario* games to keep a reinforced beady eye open for: the plumber himself, dino sidekick Yoshi, Goomba, Chargin' Chuck, the fiendish Magikoopa, Monty Mole, a Boo buddy and the wet slapper Rip Van Fish. The Mario sets should be popping up in all good video games stores at this very moment — saving the embarrassment for older readers trailing into a toy shop to purchase one.

HUMANS

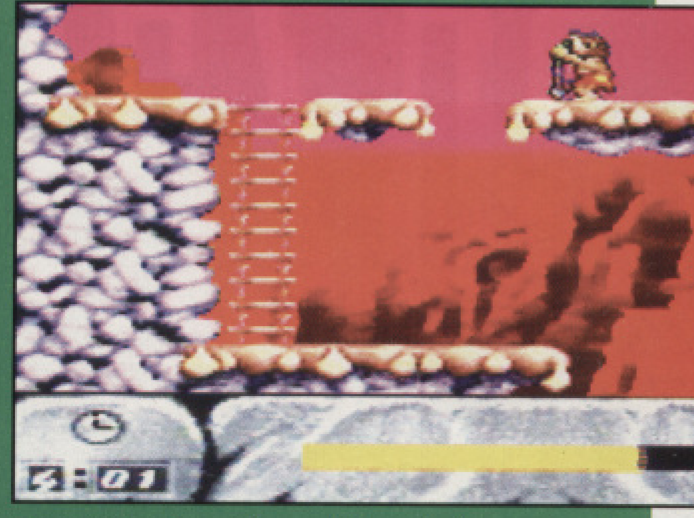
Producer *Gametek*
Available *January*
Status *Official UK release*

Computer to console conversions are becoming increasingly common these days. Some gamesplayers argue about the lack of originality on the SNES while others are all too eager to see games of yester-year making a return to the games market. This is fine considering the quality of many games but do we really want to welcome *Pacman* and *Frogger* back to our screens? Fortunately Gametek have converted a worthy game in the form of *Humans*.

Humans is a tale of prehistoric times when men were on the brink of gaining intelligence (just like SNES FORCE) trying to comprehend the complexities of evolution. Dinosaurs, fire, the wheel, primitive weapons — these are just some of the many features the human tribes have to get their dense heads around. Set over 80 levels of stone-age scenarios the tribes work together to complete the stage puzzles — this could be something as easy as finding a spear or crossing perilous pits to slay a dinosaur. The player controls one caveman at a time and is able to switch between any one of the team. Prehistoric they may be, but in the hands of 20th century gamesplayer the tribes can perform nifty tricks — standing on each others heads to form a human ladder, pole-vaulting, riding stone wheels and much, much more. Out in all weathers watch out for the backgrounds depicting the seasons — calm seas, thunderous skies, it's all here.If it's prehistoric platform puzzling you're after, look out for a full review in upcoming issues.



Using varying amounts of tribesmen the aim is to solve the many intricate strategy-based puzzles.


Cooperation, invention and sheer brain power are the keys to overcoming many of the puzzles.

PINKING OUT THE BLACK…

Aiming to corner the post-Christmas market and make a spectacular start to '94 is the January-scheduled *Pink Panther* from Tecmagik. This platform license stars the ever-popular blushing feline complete with full supporting cast from his cartoons and the instantly recognisable Henry Mancini theme tune.

Everyone remembers sitting in front of the TV as a nipper on a Saturday morning and watching that blond kid get into a drag racer and burn around America with the *slinky Pink Panther, that rinky-dink panther*... aah, the joys of youth. But where is he now. After the last few years of silence from Pinky as he played the poetic recluse and hid away (surviving the temptation to become a bitter and twisted old sourpuss) he decided it was time for a comeback in a new film. He went to audition at the studios for a part in the new Inspector Clouseau movie. However, as luck would have it the pitiful puss gets lost and aimlessly wanders various sets, which is where the game starts.

The numerous levels include the haunted Pinkenstein's Mansion and olde Englishe Sherwood Forest-style Robin Hood set, all peopled by nasties and various other characters drawn to look as if they'd just pranced out of one of the classic old 'toons.

Collectables include fly swatters and guns with extendible boxing gloves attached to capture the fast-paced slapstick humour of the original adventures.

Also in the pipeline from Tecmagik is *Andre Agassi's Tennis* an all-action Tennis sim featuring the special moves and characteristic trademarks of the former Wimbledon champion.

For those with a little more taste for adventure you'll be thrilled to know their much publicised Steven Segal game is coming on in leaps and bounds. Still no firm release date yet but pencil in mid '94 in your diary. In the meantime, remember, for the latest news on hot games, don't pussy foot around — read it here first.

20/20

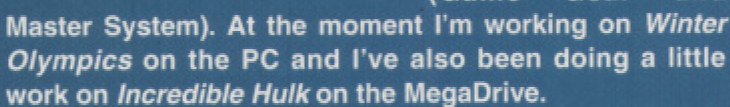
Ever wonder exactly what playtesters do? Who the lucky people are and how they got into it in the first place? SNES FORCE talks to Ravi Chopra, games tester at US Gold, to get the lowdown…

Q: Hi Ravi. Could you tell us about your job — most people think playtesters sit around all day and play games — what do you actually do?

A: My job is to sit down and evaluate a game to find any problems or make suggestions on improvements. Two major points in my job are having the ability to find bugs and being able to play and focus on a game for long periods of time. If a game is released containing bugs, the tester who checked the game is held responsible. Everything from crashes, corrupt graphics, incorrect sound and masking problems are bugs which need to be found. I have to prepare descriptive reports detailing bugs, and a lot of off-site testing has to be done which means going to development studios all over the country.

Q: What projects have you worked on previously?

A: *Flashback* (SNES), *Winter Olympics* (all formats), *Gunship* (MEG), *Robocod* (Game Gear and Master System). At the moment I'm working on *Winter Olympics* on the PC and I've also been doing a little work on *Incredible Hulk* on the MegaDrive.



Aged 17 and already a superstar — it's a playtester's life for Ravi.

Q: Is it hard work?

A: Yes. Sometimes I have to work on more than one major project in a day, as well as doing other jobs. There's always work to be done. Testers get third party software to work on, as well as a lot of new games which we evaluate for Centresoft.

Q: How did you get the job?

A: When I was at college studying a computer course, the time was approaching for my two weeks work experience and my best bet was to get some experience with a computer company. Thanks to a friend named Dan Llewellyn I received a placement at US Gold. At the end of the first week I was offered a full time job, which I accepted with pleasure. I started age 16 (Ravi is 17 now).

Q: Is there any advice for the thousands of readers that want to be playtesters?

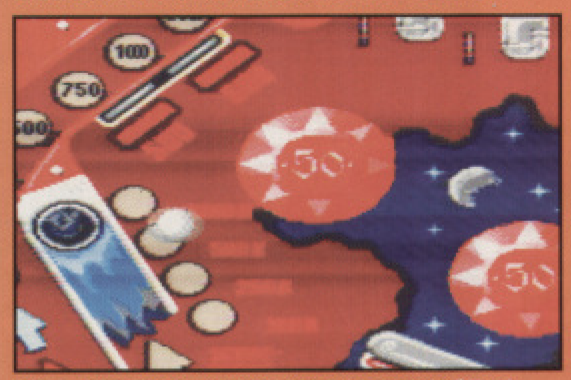
A: Write to companies enquiring about work experience placements or job vacancies, learn as much as you can about consoles, computers, new technology and different types of games. Try and get yourself noticed by people in the industry and you never know — one day, your luck could be in…

Thanks a lot Ravi. For a more in-depth look at the life of a playtester, see the back-page feature this issue. Join us again next month for a look behind the scenes of the software industry.

Pinball Dreams

Producer *Gametek*
Available *January*
Status *Official UK release*

Pinball Dreams **aims to capture all the tilting and metal panging of those lavish quid-a-go machines found in every arcade and adorning pub lounges. Considering the lack of pinball simulations (we tallied one good game on the last count) there's definitely room in the market. *Dreams* features four tables each with an authentic theme.**



The game features four tables each filled with special bonuses and targets.



Multi-screen scrolling adds to *Dreams'* realism.

There's Ignition, where budding astronomy freaks play ball over a backdrop of space effects and big rockets. Steel Wheel is set against the American Wild West, Nightmare contains haunting graveyard scenes and there's the poptastic feel of Beatbox. Instead of flickering screens of the table as the ball belts around, *Dreams* incorporates a scrolling screen to keep up with the frantic bonus bashing. Musical scores in time with the thumping action and effects that really are special are also promised. This could be what dreams are made of so sit quiet until they appear in January…

GET A GRIP

The yuletide season sees the release of the Dual Turbo Remote Controllers by Acclaim — two ergonomically-designed (easy to hold in other words) pads with the added bonus of being remote controlled. So long to strands of twisted wire as you grapple with pads that fit your hand as snugly as flattering clothes fit the Duchess of York — Acclaim's beauties include an infra-red receiver so they can be used up to 25 feet away. Not that you'd be able see too much of the game from that distance but at least your mum won't trip on any wires draped across the floor. Slow motion, auto-fire, turbo and superturbo speeds are include to keep up to date with the increasing demands by new games. For £49.99 you get two controllers, the transmitter and all of your gaming problems solved allowing you to really take control of the situation.



LOST: THREE VIKINGS…

That's right, they've gone and done it again — those crazy Vikings are lost! You'd have thought that this time when they went to the shops they'd have at least taken a compass or left a trail of breadcrumbs, but no, oh no, not these bearded fools. They didn't even tell anyone where they were going!

Once more we follow the plight of these unfortunate Scandinavians. For those of you not familiar with the smash-hit original, there's Erik the Swift, he's the fast one. He's joined by Baleog the Fierce, the obligatory hard bloke, and Olaf the Stout — he's… well, he's the stout one. Not content with a huge-selling SNES game, they've come back to take it one step further. This time, the bungling adventurers are so lost they can't even find each other, which is where we join their quest to find each other and return home.

Gameplay is still as crisp and easily controlled as the original, but there's a plethora of new problems for the unlikely heroes.

Details are sketchy on the improvements over the original, but from the looks of things, puzzle fans have a real treat in store…

Lost Vikings II **hits the streets in mid '94. Stay tuned to SNES FORCE for more in-depth information as it happens.**


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UP FRONT

Each issue Up Front brings you the ultimate guide to forthcoming releases. Updated every four weeks by our team of researchers, it's the most comprehensive software buying planner available. Remember though, release schedules are not set in stone, so on-sale dates may vary.

SNES

Final Fight 2	November
Quarterback Club	November
Rock 'n' Roll Racing	November
Super Putty	November
Tuff E Nuff	November
Dracula	November
Might & Magic II	November
Yoshi's Safari	November
Clayfighter	November
Dr Franken.	December
Alfred Chicken	December
Brett Hull	December
Cool Spot	December
Wordtris	December
Might & Magic 3	December
Pink Panther	December
Plok	December
Robocop vs Terminator	December
Last Action Hero	Winter
Utopia	Winter
Sensible Soccer	January '94
NHL Hockey '94	January '94
Madden NFL '94	January '94
NBA Showdown	January '94
Turn And Burn	January '94
Super Battletank 2	January '94
Super Empire	January '94
Impossible Mission	January '94
Lethal Enforcers	January '94
Mystical Ninja 2	February '94
Chaos Engine	February '94
Beastball	March '94
Magic Boy	First Quarter '94
Dragon	First Quarter '94
Young Merlin	First Quarter '94
Muham. Ali Boxing	First Quarter '94
World Cup Striker	First Quarter '94
Star Trek	Mid '94
Lost Vikings 2	Mid '94
Power Slide	Mid '94
Mr Tough	Late '94
Peaky Blinder	Late '94

DR. FRANKEN

Producer *Elite*
Available *December*
Status *Official UK release*

Let's talk frank… Dr. Franken to be precise. Elite's latest prodigy has enjoyed a hearty stint on the Game Boy but for such a larger-than-life monster the restricting size has brought him to the seemingly limitless machine of the SNES. *The Adventures Of Dr. Franken* promises everything the Gameboy had to offer and one beast of a lot more.

Though he has the face of a stapled cabbage Franky has found himself a girlfriend, Bitsy. With their love blossoming as much as a pair of monsters love can, the two decide to go on holiday. But Bitsy realises she hasn't a passport and so is unable to leave for their destination, New York. Does Frank fill in a passport application form at the local post office? Uh-uh, he dismantles Bitsy and posts her to America. Thanks to the doziness of the Transylvanian postal service, bits of Bitsy end up all over the world so he of little brains embarks on a global journey to recover his girlfriend's parts (which bits would he look for first, we wonder?). Sporting 20 humongous levels and 40 enemy sprites, the eight-meg cart will be haunting stores just in time for Christmas and for the lowdown watch out for our forthcoming review — you know it makes Franken-sense.



Each time Franky loses a life his head swells to giant proportions and he sticks his tongue out — strange!

EMPIRE'S SOCCER

Producer *Empire*
Available *March*
Status *Official UK release*

Just when the SNES seemed to be settling down after the football games invasion of recent months, another ball-related fiesta is set to shake up the market. *Empire's Soccer* includes all the flashy techniques you'd expect — banana kicks, snap shots, barges, after-touch and a realistic feature which sounds nothing short of revolutionary — 'fantastic ball control allowing you to curve the ball and land it on a sixpence!'. What sixpences are doing in a football game we've no idea but it sounds good. Plus there are leagues, knockout competitions and the old referees and their killjoying cards. Is this the one to rival *Sensible Soccer*? Take a trip to the terraces in our forthcoming review.



***Empire Soccer*: scoring on the SNES in early '94.**

THE MEGA MAGIC OF DISNEY

Oh the wonderful world of Disney! Cartoons, kids films, dwindling theme parks with underpaid staff stuffed into silly costumes! It's just so innocent and richly sweet. Now, from the pens that spawn millions of laughing cats and dancing rabbits comes the latest box office smash — *Aladdin*.

Just a plain old Arabian child slung into an adventure of thrills and spills in the cutest way possible. Snakes in ceramic jugs, cutlass-wielding thugs and all the stunning detail expected from a Disney masterpiece. Industry giants Capcom (known throughout the world for the stunning *Street Fighter* series) have sloshed each cartoon-esque stage with beautiful colours and the characters are so breathtaking it'll make your jaw fall wide open in disbelief, your teeth fall out as a consequence and a month in the dental surgery as a result — it looks *that* good. And if riding carpets wasn't enough, Capcom are also drawing back the veil of the NES hero Mega Man for his SNES debut *Mega Man X*.

Set in the robot-controlled 21st century it's up to our super hero Mega Man, aided by two of the RoboPolice's best officers RX and RY, to restore peace and save humanity. To aid him in his quest he's been given extra speed, weapon strength and an all-new head-on attack. Sounds like a weighty advantage but when you're up against a planet ful of robo-scum it's the bear essentials.

So this Christmas keep your eyes peeled for *Aladdin* and *Mega Man X* — a dynamic duo indeed and two Capcom games destined to uphold their reputation as one of the finest software companies in the world.

VIC TOKAI

TIMESLIP

An alien force have slipped back in time, to conquer Earth ......

Only one man can save the world before it's too late ....

Don't let Time Slip you by, take aim now!







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DESERT FIGHTER FOR JANUARY

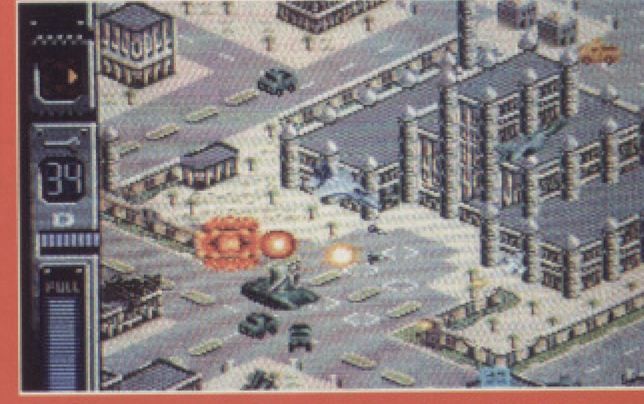
System 3 are preparing to bolster their armoury of SNES titles this Christmas with two new releases, *Super Q*Bert* and *Desert Fighter*.

Latest in the series of puzzlers starring that lovable monopod Q*Bert, *Super Q*Bert* is a conversion of the hit arcade machine from years gone by. For those unfamiliar with the game, it's 16 levels of 3D frustration entailing hopping around a number of squares, changing their colour as you go. The level is finished when all squares have been changed and Q*Bert has reached his Target Base, after recolouring such surreal subjects as hamburgers and gnashing teeth along with the bizarrely mundane flags and boxes. 'Bert's enemies include snakes, ghouls, bouncing balls, deadly drain pipes and hopping mad frogs, and are all hell-bent on knocking him from the 3D landscape.



An Arcade hit back in the early 80s *Q*Bert* finally rears his odd-shaded head on the SNES.

From the weird world of puzzles to the chaotic, commercialised carnage of the Gulf War in *Desert Fighter*, an isometric perspective war sim going already down a storm in Japan. System 3 are boasting CNN-style news updates incorporating digitised video sequences 'as realistic as those shown during the Gulf War' and a choice of dozens of dangerous desert campaigns. Hardware featured includes the A10 Tank Buster and Tornado aircraft controlled from a high-tech command center, striving to destroy the enemy's SCUD missiles, tanks, fuel convoys, SAM radar sites and their secret police headquarters in Baghdad.


Preliminary reports from Japan suggest that *Desert Fighter* is going to be even bigger than *Desert Strike*.

*Super Q*Bert* is out in November with a price tag of £44.99, while *Desert Fighter* lands in January. For up-to-the-minute puzzle-packed, gun-totin ' reviews, SNES FORCE out-thinks and out-guns them all.

SFII MANGA MOVIE — IT'S OFFICIAL!

Late August saw the Japanese *Street Fighter II Turbo* championships held at the Kokugikan — The Hall of Sumo, which was decked out for the occasion with gigantic Capcom and *SFII* character banners (all except for Honda, whose face paint is seen as disrespectful to the Japanese national sport!). Top officials from Capcom's Japanese and American divisions were in attendance as the tournament's 6,000 entrants gathered for a 9:30 am start. Half of these were regional champions decided by heats earlier this year, the others having been selected randomly from entries by mail. Surprisingly, both last year's champion (a Dhalsim user) and the runner-up were knocked out before the final when Takahiro Nakano's Sagat was victorious over Akihiko Kitamura's Ryu, winning him a SFII denim jacket, mountain bike and trophy (presented by Capcom Japan's president Keizo Tsujimoto).

Announced after the tournament was the forthcoming *Street Fighter II* animé movie (Manga to us Westerners). The film features all the original *Turbo* characters plus the arcade *Super SFII*'s four new ones. Producer Kenichi Imai is also working with Hollywood's Edward Pressman on the live-action counterpart along with director Steve DeSouza (scriptwriter of the *Die Hard* series), and although the plot is a closely guarded secret it has been confirmed that it revolves around Ryu's feud with Bison, who is genetically engineering the perfect World Warrior.

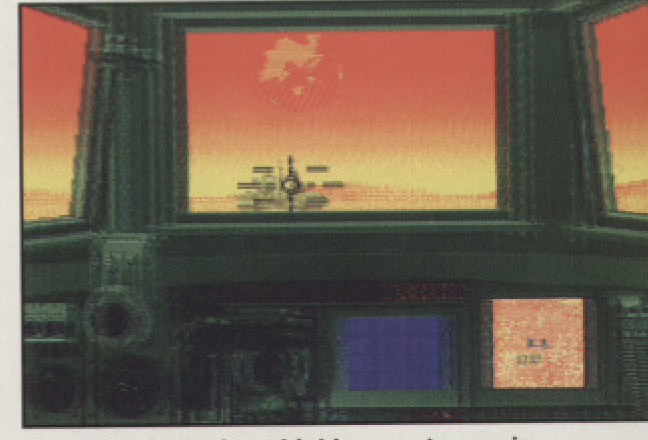
In the meantime, *Super Street Fighter* (the sequel to *Street Fighter II*) continues to take the country's arcades by storm raking in massive queues of people — and profits. The four additional characters have rekindled new life into a game that was beginning to get a little bit, dare we say it, tiresome. Now all talk is centring on the possibility of a console conversion. There's been no confirmation as yet from Capcom but it'd be a fair bet that while you're reading this a programming team in the USA are busy working on a translation right now — well there's no harm in wishing! When more news of these exciting developments breaks, read it in SNES FORCE first.

ABSOLUTE COMBAT SIMS!

Absolute Entertainment and Electronic Arts have announced two new combat simulations for January, to be released through their joint affiliated label branch.

Super Battletank 2 follows hot on the smoking heels of its predecessor, with four times the memory, twice the action and twice the challenge. The player controls the US M1A2 tank from a realistic cockpit view of enemy terrain, intermixed with full-motion video sequences of enemy acquisition and destruction. New features include a gunner's-eye-view section where you wield a Phalanx high-speed machine gun at enemy T-72 tanks, M1-25 HIND choppers and US Air Force reinforcement sequences featuring F-15s bombing the combat area and taking counter measures against enemy heat-seeking missiles. The 16-meg cart also boasts animated refuelling and rearming sequences with SCUD and PATRIOT missile launches, for an estimated £44.99.

Turn And Burn: No Fly Zone is set for a simultaneous release at an identical price, a US Navy F-14D Tomcat airborne combat sim. EA promise fully rotating Mode 7 horizons and an arsenal of weaponry including 50mm front-mounted machine guns, AIM-9 Sidewinder infra-red missiles and AIM-54 Phoenix radar-guided missiles. In addition to day and night sequences and missions, T&B also incorporates animated ejection sequences and nose-mounted camera shots of full-motion video, all stuffed into 16 Megs. Both games are expected in January '94, so for a jet-filled, SCUD packin' first look, you know where to come — SNES FORCE.


Super Battle Tank: a thinking man's war sim.

MEGA-LO-MANIA

Are you Power crazy enough to take on the ultimate challenge of MEGA-LO-MANIA? A new planet has been born and lacks only a leader. You must face three conniving opponents and lead your race through the ages. To be successful you must mine, invent weapons, build fortress and above all fight.

Move through the epochs and prepare for the final conflict the Mother of all battles The Conflict at the End of Time.

89% SNES FORCE "Incredibly addictive" Excellent strategy" "engrossing" "Heartlessly brilliant"



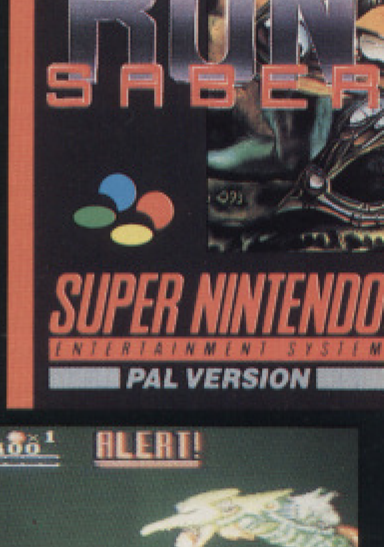


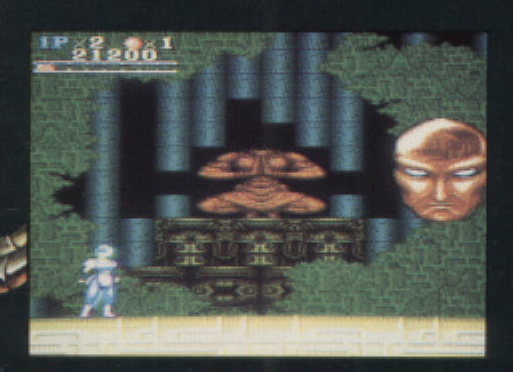




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NINJA WARRIORS

Producer *Taito*
Available *January*
Status *Japanese release*

The classic arcade coin-op comes to the Nintendo 16-bit. Don't worry, it's not a cruddy translation of the dual screen slash-and-walk like the panned Mega-CD version — this is entirely original.

Aside from the single-screen format, the gameplay is virtually identical to the arcade original. One big difference is the addition of a third character, Kamaitachi, a robot with T-800 qualities, to go with the burly Ninja and the hopefully bodacious Kunoichi (can't tell, she looks like she's on a sabbatical in Iran being fully bundled except for an eye and golden locks). Each of the characters has their own weapon. The brutish Ninja is a master of nunchucks while the speedy but weak Kunoichi is deadly with a kunai sword. Kamaitchi is a powerful robot that has wicked scythes for arms. These can be extended on a chain for striking enemies at a safe distance.

It's too bad, but the arcade version's two-player option has been dropped. Then again, it probably would have been impossible to use the impressively large characters otherwise. If you're looking for serious chop-socky, it's right here.

RUSHING BEAT 3

Producer *Jaleco*
Available *December*
Status *Japanese release*

Here's the third installment in the popular side-scrolling walk-and-beat-the-bejabbers-out-of-the-bad-guys series from Jaleco (known as *Brawl Brothers* on SNES).

Players can go solo or as a duo with a trusted partner. The game starts with a choice of four characters, three meaty dudes including a bazooka-toting mohawk-head and a dashing, fleet-footed young girl. Depending on the character(s) chosen, the story unfolds in different ways, although the ultimate goal is to destroy a sinister corporation creating human monsters using a genetically mutating drug. As the game progresses, players are confronted with forked paths and other hard choices. These can alter the flow of the story, and not necessarily for the good. In certain scenarios, you can pick up new characters on the way, including some very familiar faces.

The sprites are large and well animated. Aside from the usual punching, kicking, throwing and so on, each character has an impressive 'terminate skill' that pretty well wipes out all enemies save for bosses. The mohawk-head soldier, Kythring, can fire his bazooka after charging it for a couple of seconds.

As a bonus, there's also a four player free-for-all mode which lets up to four players go head-to-head against each other by using a multi-tap link. Even when four players are tapped in, the action stays fast and crisp. Serious gamers may get into this more than the regular story mod



High on thrills but low on originality — nothing much has changed in *Rushing Beat 3.*

AMIGA'S NINJA IS TOO COOL TO ZOOL

Fed up with platform games? Bored to death of leaping obstacles and collecting icons? Tired of killing creatures for power-ups? Then go and do some gardening!

Because the latest in the jump/shoot category is the conversion of the computer classic *Zool.* Hailing from the Nth Dimension (sounds like another Nintendo launch), Zool is an alien ninja trapped in a mad world of weird levels. There are seven different lands in all with four levels in each. From the sugary settings of Sweet World to the brash, outrageous rides in Fairground World, it'll take the most daring of aliens to conquer the bizarre beasts and warped guardians. Zool can run, spin, backflip and scale sheer cliffs without blinking a burly beady eye and from what we've seen so far it looks better than the acclaimed computer version, with improved graphics and sound too! Lots of things to collect, kill, collect some more and kill again will prove a mega hit with fans of the genre.

Remember that the alternative Ninja is one of few characters to achieve stardom on a computer format but the SNES market is a whole new kettle of limescale. Mario's already got his gloves on and is prepared to go the distance for the title of Nintendo king. So don't miss our vibrant review next issue to find the true superstar — it's gonna be good.


The Amiga's answer to Mario brings his platform adventures to the snes but is it one game too many?

Charts

UK CHART

1. — Mortal Kombat
2. ▼ Striker
3. — Super Mario Kart
4. ▼ Starwing
5. ▲ Super Star Wars
6. *RE* Batman Returns
7. ▼ Alien 3
8. ▲ Super Mario Paint
9. ▲ Pebble Beach Golf
10. ▼ Tiny Toons

US CHART

1. — StarFox
2. — Bubsy
3. — Royal Rumble
4. ▲ Shadowrun
5. ▼ Vegas Stakes
6. — The Lost Vikings
7. ▼ Batman Returns
8. ▼ NBA Basketball
9. ▼ Street Fighter II
10. ▼ Fatal Fury

JAPANESE SFC CHART

1. — The Secret of Manat
2. ▲ J League Soccer Prime Goal
3. ▼ Super Mario All-Stars
4. ▼ 3rd Super Robot War
5. — Super Power League
6. ▲ Super Horse Racing
7. ▲ Crayon Shinchan
8. ▲ Street Fighter II Turbo
9. ▼ Sword World
10. ▼ All Japan Pro Wrestling

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Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

TUNE TO 100FM, CLOSE YOUR EYES, STICK A PIN IN THIS PAGE AND DO IT.

Take a picture of your back

Go on holiday and don't take any luggage

Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy-tale

Croon to your partner under a full moon

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Memorise a Woody Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Listen to Rodigan's next show, in the park

Spend an afternoon speculating on how to make a million

Forgive someone

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wink at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Tune into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only boil as much water as you need

Learn a new word every day

Do one thing to make the world a better place to live

Kiss 100fm

West Side Story

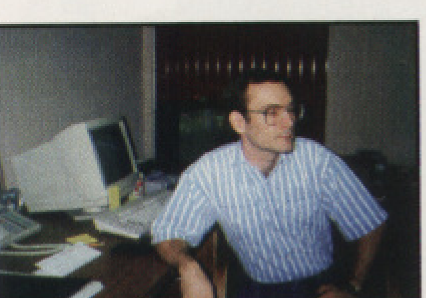
In the last eight years Westwood Studius has built a reputation as one of the USA's finest software developers. Their first SNES game in collaboration with Virgin, *Young Merlin*, is being heralded as the next *Zelda*. But just what exactly goes into making a Westwood game...

Based on the legendary wizard of Camelot long before he met King Arthur, *Young Merlin* is a *Zelda*-style adventure following the adventures of the adolescent magician as he seeks to escape from the realm of the treacherous Shadow King. It has taken many months to complete and the project has been an arduous though illuminating one.

At Westwood the process begins with an initial concept. In many games such as movie conversions the plot is already laid out but with an original game like *Young Merlin*, a story has to be dreamed up and characters created. This is predominantly a team effort allowing everyone from the producers and designers to the programmers and artists to have their say. Once a rough outline has been sketched the project then goes to the writers to 'flesh out' the scenario by adding place names, characters and further refining the plot.

After many long nights of head scratching, the scenario the team came up with sees Young Merlin awakened from a nap by cries of help from a drowning maiden. Diving in after her he's quickly swept away by the current and falls unconscious. Awaking he finds himself in a land ravaged by the evil Shadow King and is faced with the unenviable task of finding the king's cave and overcoming him in a battle to the death. Along the way gems and magical items need to be found and used in the right places and puzzles must be solved.


This is where it all takes place — luxurious Westwood Studios in the heart of Las Vegas.


Barry Green remains silent on the question of a *Young Merlin* sequel.

At this stage key decisions have to be made. What size cart will be used? Will it be a one- or two-player game? What type of playing style? Will custom chips be used? Although many of a game's elements change frequently throughout the initial production period depending on budgets, time restraints and new ideas, right from the start Louis Castle and the *YM* team agreed their game should be a 16-Meg adventure aimed at the younger SNES owners and would feature a password system rather than the usual battery back-up for saving a player's progress. The reasoning for this was Louis' fear that the long life of big adventure games may lead to flat batteries — although the extra cost involved in buying battery-backed carts must have been a consideration



Art attack

Next, the artists were called in. Despite massive investment in state-of-the-art computer technology, Westwood still use pencil artists to conceptualise characters and settings on paper.

Although longing to remain in touch with the artistic direction of the project, Louis was finding he simply didn't have enough time to concentrate fully on *YM* and juggle all his other responsibilities so Joseph Hewitt was drafted in as Assistant Art director and left to handle all the game's background and maps.


Conceptual artists sketch ideas on paper before passing them onto computer-aided designers.

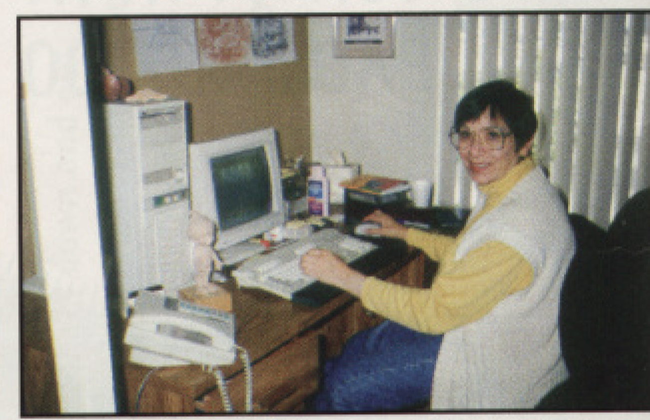
Once the team are happy with the look of the game on paper then the artists liaise with the writers and the programmers start getting involved. Barry Green and Milo Ballan were the guys given the task of bringing the designers' dreams to life and over the coming months had many a head-to-head argument with flamboyant designers wanting to cram ever more features into the game. Barry and Milo see their function as 'no' men, desperately trying to bring the designers and producers down to earth. Louis was forever coming up with totally wild ideas for level bosses that sounded amazing in theory but just not possible to program for the SNES.

While many programmers prefer to work with a completely finished story, Barry helped Joseph design many of the game's later stages and the level bosses. Although this was a little frustrating at times, it gave Milo and Barry a rare opportunity to have creative input into a game rather than working strictly to orders.

As the programmers busily working on code, upstairs in the art department the conceptual line drawings were being converted into computer graphics via a paint program — the speciality of computer artists.

Recreating the look and feel of a painting in computer graphics using pixels instead of brush strokes is as much as an art form as the initial drawing but it's significant to note the departments are kept separate.

Interestingly enough, the conceptualists find it much easier to come up with imaginative ideas working with traditional tools whereas many of the trained computer artists have been limited by the constraints of their machines and lack the sheer 'weird and wackiness' of the free form artists who know no boundaries.


E.M. Louise Sandoval slaves over a hot computer converting pencil sketches to electronic art.

So while Westwood keep promising to train their conceptualists as computer artists, they realise they're of much more value working the 'old fashioned' way.

West wood boys

While the artists work on the look of *Young Merlin*, on the the other side of the offices Frank Klepacki is in his studio working on the game's soundtrack. Using an IBM-based sequencer running the Visual Composer program, Frank is able to write and compose directly to the computer rather than 'translating' the soundtrack he plays on his keyboard to musical notation.

He uses the MIDI process of digitally connecting equipment and then, once he's happy with a track, converts it to suit a particular console. This



Complete with Dracula-style shades, Frank takes time out from composing to give us his rock star pose.

'customisation' is common when working for the SNES as although it's sonically superior to the Mega Drive, Frank finds that notes cut off very quickly so he often has to simulate effects such as staccato string sounds by overlapping notes.

Music for the masses

While Frank works on the creative music, next door Dwight and Paul are busy on the technical audio. Surrounded with a microphone and masses of special effects racks and hi-tech computers, the audio guys, known as the mavericks of Westwood, have the task of creating all the special effects and digitised samples in the game.

Anything from a wizard mumbling to magic dust floating in the breeze, all the game's sounds are made by these guys. The latest addition to their vast array of gadgets is a new Super Nintendo emulator allowing them to hear exactly what an effect sounds like on a SNES so they can fine tune the sound to perfection.

Dwight and Paul are a lot happier working with the SNES than the Mega Drive as they feel Nintendo's console offers them more scope to get as many as possible of their sound effects in a game. The SNES designers thought about the problems of fitting multiple memory-hungry digitised samples into a cart and built in Data Compression saving valuable memory space. However, the side effect of this compression is that only a fixed amount of samples can be held in the SNES audio RAM at once which can be frustrating to the audio guys wanting to cram in masses of sounds. This didn't stop Dwight and Paul piling on the music and special FX though. In *Young Merlin* there are four megs of sound (25% of the cart) which is more space than a lot of complete games — including *Super Mario World* — take up.

Data Compression also makes it tough to loop samples. If it's not done perfectly a small click is heard as the sample repeats. The penalty for this click is the cart's instant refusal by Nintendo of America — so it has to be right first time.

Meet Dwight, audio technician and part time rock 'n' roll legend.

Back upstairs in her palm tree-filled office which looks like scene out of *Jesus of Nazareth* — Westwood encourage all their employees to customise their own offices — Cindy works on animation. It's crucial for the project's success that the game's characters move as smoothly and realistically as possible. Again using high-powered computers, Cindy creates the different frames of animation then builds them together creating a moving sequence in a similar style to that used by cartoon animators.

At this stage all the team are working on the project simultaneously. The great advantage of this is not only does it build a sense of team spirit but also if any problems arise it's only a short walk upstairs or across the building to another department. If the producer feels an element of the game isn't working, maybe a soundtrack or a particular level or puzzle, it can be changed there and then rather than having to send it 'out of house' to specialists.

Information overload

Back downstairs the programmers are wrestling with the problem of trying to fit all the information sent by all the different departments onto the finished cart. A 16-meg cart sounds like a lot of space but when you lose a quarter of that to sound and another four meg on character animation, plus there are artists wanting lavish graphics, designers ranting for massive levels and producers pining for extra puzzles it's a real heartache trying to jam all the elements in. Inevitably on all projects programmers can't do everything a producer asks and *Young Merlin* is no exception. Toward the end of the project memory space was so scarce that a scene between Merlin and a grumpy old man and his daughter which was scheduled to take place inside a intricately-detailed house, finally appears in the game *outside* the house. It's these kind of refinements that can easily delay a project and cause untold frustration.

To the *Young Merlin* team this project is more than just a game, it's become a way of life.

Judgment day

Once the programmers have finally put together all the pieces it's time for judgment day — playtesting. Because Westwood have such a massive computer network and server system (a set up used to link the studios' various computer terminals allowing them to 'communicate' with each other) — currently 14 gigabytes but set to expand to between 50 and 60 gigabytes — the playtesting team can take the raw code straight off the network and test it in their offices downstairs for bugs and glitches. This ability to test games 'in-house' without the need to 'burn roms' (the finished chips used inside a standard SNES cart) not only save masses of time and money but helps build the often fragile relationship between testing and production.

If a bug is found while testing it's simply a matter of walking across the hall to the programmers. This way the testers can get a feel for the team and the game they're working with. The result of having testers 'in house' is that the guys with all the playing experience can comment directly to the programmers on what they feel is right and wrong with the game and changes can be made accordingly.



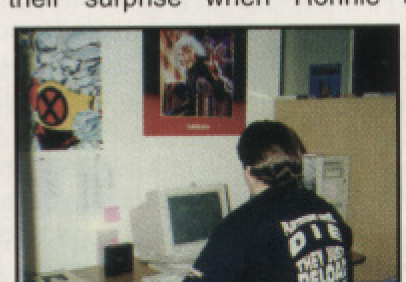
This scene originally took place inside the house...

Although Westwood use their network to transfer the game's code, they still always make a real cart just to make sure the finished game actually works — they also have a CD-ROM burner for making their own CDs for PC games.

Even now the process isn't finished. It's one thing having a bug-free game but will the public like it? To find out focus groups made up of games buyers of a target age group are brought in and their comments recorded and studied. At this point Barry, Milo and the rest of the team sit back with fingers crossed and pray the public likes *Young Merlin*.

As predicted the response was excellent but one small incident left the programmers stunned. Barry and Milo had spent weeks constructing an intricate puzzle in the game's mine cart section. In the playtesting stage this was causing all kinds of problems taking many hours to complete. Given that *Young Merlin* was being marketed at the 10-18 age group there were concerns that this puzzle might be a little too tough so early in the game.

Barry and Milo were unsure whether to make the puzzle easier and eventually opted to wait and see what happened in the focus group tests. Imagine their surprise when Ronnie aged 12 breezed through the section in ten minutes flat!



***Young Merlin* gets put through its paces in the playtesting dept.**

After the focus group tests are over and any last minute changes made, it's time to put together a mock-up cart and submit the game to Nintendo of America. Only if a game passes Nintendo's stringent tests is it awarded the illustrious seal of approval.

Many months have passed since the game's initial concept and thousands of dollars spent. To the *Young Merlin* team this project is more than just a game, it's become a way of life. Now their fate lies in the hands of a team of testers they've never met before out to hack their work to pieces. For the next few days none of the crew will sleep soundly 'Did I get the data compression right?' 'Should we have made that puzzle easier?' You can judge for yourself in our exclusive review of Westwood's *Young Merlin* next issue... ■

Manual Labour

Have you ever stopped to think how many people are involved in making one Super Nintendo game? At most software companies hundreds of people toil for months, even years, on your favourite titles but at Electronic Arts the manual labour falls squarely on the shoulders of two young lads...

Ask someone to name the people behind a a best-selling game like *Desert Strike* and they'll probably talk about programmers, artists and animators. Push them harder and they' might mention musicians, package designers and playtesters. Give them all day and they'll probably never mention writers — and ask them to name a famous manual author and guaranteed they'll look at you as if you've gone mad. 'Manuals?' they gasp 'Who reads them?' And they've got a very good point — who does write game manuals and more to the point does anybody ever read them?

The only way to find out was to go on the road and meet these authors, and where better to start than with **Neil Cook** and **Clive Downie** two of the most respected scribes in the business, the Electronic Arts writing team. But what would they look like? Anoraks with attitude? The truth in fact was much weirder...

SNES FORCE: Could you introduce yourselves and tell us any previous projects you've worked on?

NEIL: Believe it or not I'm actually only 25. My official title is Documentation Manager and I've worked on *Syndicate* (PC & Amiga), *FIFA International Soccer* (Sega), *Yeager Air Combat* (Mac), turned dozens of US manuals into English and written heaps of ad copy.

CLIVE: I'm a mere youngster having just turned 21. I've written for *Space Hulk* (PC & Amiga), *Desert Strike* (Amiga), *Lotus II* (Sega), *James Pond III* (Sega), loads of ad copy, pack copy and US manual rewrites.

SNES FORCE: How long have you been working on manuals and what did you do before?

NEIL:I've been producing EA manuals for 10 months now. Prior to this I did a stint on a music magazine and also worked as a copywriter for an advertising agency, as well as freelance features on sport, movies and games.

CLIVE:I've been supposedly working on manuals for 11 months. Beforehand I did a stint in the battleground known as Customer Service, before that I was a Computer Cabling Engineer (it's a whole new world under the desks of the nations office workers — bogey building stories abound) and before that I was a Cinema Manager.

SNES FORCE: Could you give us a run through of a typical day at the office? Is there such a thing as a typical day?

NEIL: Get in 8.50 (ish). Turn on Mac, make tea, eat Bran Flakes, read e-mail. Review Man Utd's latest Premier League performance, and wind-up supporters of whatever losers the mighty reds have hammered recently (ie most of the office) Facing North we kneel toward Old Trafford and pray, using our Man Utd bath towels as prayer mats. Insult the Mac designers (they're all inbred and ugly) and then it's time for lunch. Play pinball for a couple of hours down the ale house, come back bladdered and drink black coffee all afternoon. Go home about 6.00 (ish) when I've sobered up enough not to fall under the train.

CLIVE: Neil runs a very tight ship. As a menial under his strict and alcohol-soaked command I have absolutely no spare time — work, work, work. And then I wake up. Usually I examine the projects that are on the boil, wait for people to get back to me (they know who they are), type up any changes to copy, write some original wordage, go walkabout around the office to gain inspiration ('oh sorry, is this really the girls toilets???'), sit down, drink a Coke, write more, play some games — then when the end of the quarter comes, reap in the awards and praise of my colleagues.

SNES FORCE: How did you get into this type of work? What was the appeal? Were you a wordy type at school? What qualifications have you got for the job?

NEIL: I landed my job at EA having responded to an ad in *The Guardian*. They wanted an experienced wordsmith to work on manuals, ad copy and anything else that might come up in the course of the day. With my background writing for a music magazine and in advertising, I thought I'd be in with a shout. I've written on computer games, although not extensively, and managed to embellish my experience enough to convince them. Mugs. I did have the help of 'A' level English Lit and a degree in English and American Literature. At school I was always into creative writing (when I wasn't in the girls changing rooms). I was a bit sad really, wore short trousers even in the Sixth Form, had NHS bi-focals and never washed my hair. I've changed a lot since then.

CLIVE: Having worked with EA for just over a year, I was lucky enough to be offered the writers position (kind of hunched and twisted). I'd always fancied myself as a bit of a wordsmith but never thought seriously about it. As opposed to Neil, I was not a sad pupil at school. In English classes I displayed enough mastery of prose to get by, preferring to leave school behind me in a mad dash down the road to a friend's house where an afternoon with the lads would await. Nevertheless, I succeeded in obtaining an English Literature 'A' level — a meaningless piece of paper that I feel is of great benefit to my writing skills.

SNES FORCE: What do you like best (and worst) about working for EA?

NEIL: EA is by far the most satisfying experience of my working life (and I'm not just saying that in hope of a pay rise). It's a very young and lively company, we all get along most of the time and I get the opportunity to write all day and get paid for it. The only complaint is that there are two cubicles in the downstairs lavatory at EA, but only one has a bog brush. So your reduced to making the tricky choice between leaving the lavatory in a god-awful state, or nipping into the next cubicle for the brush with your pants around your ankles. Getting caught between these two stools can be very embarrassing.

CLIVE: The thing (aaaaaaaahhhh) I like most about working here is the complete lack of 'work lethargy'. I have in the mornings when getting up. Instead of thinking I'm going to work I always feel I'm off to see some friends for the day, the fact they live in

the same place all the time hasn't clicked yet. The worst aspect of EA is the area where we're situated - if I ever catch the ?????? who stole my bike....they know who they are.

SNES FORCE: A lot of readers might not be aware of the process of developing a game. Could you take us through the flow of a typical project from inception to complete cart and explain how and when you get involved.

NEIL: We don't really get in on the act until there's some software we can play, familiarise ourselves with and begin to document. Prior to that, dev crew have had concept, story and script approved to the point where work can actually begin on the software. Our manual then keeps with the software as it goes through the various development stages. When the game's complete, Quality Assurance makes sure that the software works bug-free and that the manual does its job of actually explaining how to play. So when it has all been approved, we hand the manual over to the Mac designers to lay out, while the production people make sure 50,000 (or however many) carts get made and that the manual and pack get printed as they've been designed. Phew.

SNES FORCE: We don't want to sound cynical but after buying a game isn't it fair to say the vast majority of people just hurl the packaging to one side and get stuck in? Do you ever feel like screaming — like you've maybe spent months pouring your soul into a project and nobody takes any notice?

NEIL: No, not at all. To get the most from the game, eventually they're gonna have to turn to the manual. So long as I feel I've done my job well that's my main source of satisfaction, plus the feedback I get from those who do read the manual.

CLIVE: The majority of manuals get read — some time. Be it on the toilet, in bed, on the bus. My main wish is that players read the manual for basic control info, get hooked on the snappy prose and read it cover to cover and make their life better. Ah.

SNES FORCE: So how important is a good manual? Can the manual make a difference to a game?

NEIL: A good manual is integral. Not only does it add value to the game, but it explains elements of the game which the player would be wholly ignorant of without the manual. There's no point in a game designer labouring to produce an excellent game if the end user then can't play it, or misses out on some of the more interesting facets of it.

SNES FORCE: What are the qualities that go into making a good manual? What are you trying to achieve?

NEIL: A good manual needs to explain how to play the game accurately and concisely, which also fleshing out the background where possible. For example, in the Syndicate manual I made up 7 rival Syndicates that you'd have to go up against. I like that kind of thing — it gives me the chance to let it rip a little.

CLIVE: A manual must place the player in the world the game is set in. After reading it the player must be able to visualise the environment outside of the graphics appearing on screen, creating a more vivid gaming experience. Where appropriate, a manual must be able to make the reader laugh — witticisms and snide sarcasm are rife in a number of mine and Neil's finer works.

SNES FORCE: How long do you spend on a project?

NEIL: that depends entirely on how long the software takes to perfect. We leave the manual alone having taken it to a certain point and wait for the next stage of development. Sometimes this can be a matter of days, sometimes months. It all depends.

SNES FORCE: It must be very important for you to get close to the games. How long do you spend playing games and working with dev. guys?

NEIL: We work pretty closely with the dev guys, especially early on when they need to explain to us what the game's about and how to play it. Then we go away and beaver over the manual for a while, but make enquiries whenever we're not sure how something works, and keep playing the game to make certain what the manual says is right. In the final stages the dev guys get a copy of the manual, rip it to shreds, pin it up in the bog and tear off a sheet to wipe their behinds, and tell us what a lousy, inaccurate job, we've done. Sometimes.

CLIVE: Ditto

SNES FORCE: What about if a project comes in from the States? Does the manual need re-writing? Any funny examples of blatant Americanisms or interesting differences between UK and US manuals?

NEIL: They generally need some work, mainly because they're so much longer than ours can afford to be. Manuals produced over here all need to be translated into umpteen European languages, so we hack out great chunks of the US manuals just so that it fits the box when there's 8 languages instead of one. I tend to remove every third word, or words beginning with the letter S — it's much easier than thinking about it.

CLIVE: The biggest problem with US manuals is the sheer number of styles they use in their documents. When writing on a Mac it's possible to custom build titles and text types — usually a manual contains 5 or 6. But not the US docs, oh no. For some unknown reason they delight in making as many styles as possible, the bigger the better — maybe it's some recessive Texan gene. Where it comes to reducing the number (to make the designers' jobs easier), that's when the headaches and obscenities start.

SNES FORCE: Do you do any plot development work?

NEIL: I've been involved in making up background stories, but this is something I'd like to do more of in the future.

CLIVE: At the moment I'm working with our development guys (two headed, green skinned individuals) on a script for a game on the 3DO system — that's all the info you're getting.

SNES FORCE: What's the most rewarding thing about work?

NEIL: It's got to be the moment when the finished manual is placed in your hands, printed and entirely finished. It's the same for ads, brochures, and anything else I write really. Not until it's printed does it seem entirely real, and when I see the finished article that's when I get the biggest buzz. Of course, positive feedback's nice too.

CLIVE: Colleagues coming up to me and saying what a good job I've done. The gnome-headed awards that sit on my desk, cheerily smiling at me all day. Reading a manual and thinking 'that sounds great'. A cheese and ham toastie at lunchtime.

SNES FORCE: If you could write a manual for *any* game (real or fantasy) what would you choose and why?

NEIL: Tricky. I suppose I've just written my ideal manual for FIFA International Soccer. I love football and this gave me the chance to play the best soccer game the Mega Drive has ever seen for hours on end, then shoe horn phrases like 'an early bath' and 'sick as a parrot' into the manual.

CLIVE: Double tricky. A totally original game format that nobody has produced so I could command any fee I like.

SNES FORCE: Clive, Does Neil's singing annoy you? Neil, has Clive got any really disgusting habits?

NEIL: Clive picks his nose, rolls the bogies then wipes them under the desk where they go all crusty and hard. He then eats them. Urgh.

CLIVE: Firstly, Neil is a compulsive liar. As some wise geezer once said — 'Man cannot live on boogers alone' — I am sympathetic to this maxim and can truly say I've never grazed upon my nasal nourishment. Neil's singing is bearable, it's his constant psychological probing that gets to me — and he's always wrong.

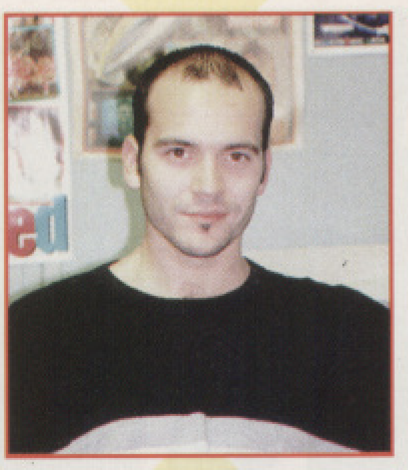
NEIL: I'd just like to add that Clive is only annoyed by the fact that my psychological insights into his character are always spot on.

SNES FORCE:: Anything you'd like to say before we finish?

CLIVE: I fear this is another of Neil's very wrong observations on his fellow humans.

NEIL: Chris Rice has no…

SNES FORCE:: Err… I think that wraps it up guys. Thanks for your time and we look forward to a SNES conversion of *FIFA Soccer* in the near future. Respect due to all the guys at EA and our deepest sympathies to Clive for having to put up with Neil. ■



NEIL COOK.

Aged 25. Documentation Manager. Worked on Syndicate PC & Amiga, FIFA International Soccer Sega, Yeager Air Combat Mac, turned dozens of US manuals into English and written heaps of ad copy.

Favourite game:
PGA Tour Golf II — excellent gameplay, wholly addictive, but don't play skins for cash, kids

Favourite book:
One Hundred Years Of Solitude, Gabriel Garcia Marquez

Favourite manual:
My Syndicate manual. Nuff said

Last rented video:
Betty Blue (Version Integrale). Three hours of Beatrice Dalle in the buff — what more could a young man want?

Last CD bought::
New Order, *Republic*



CLIVE DOWNIE

Aged 21. Writer. Worked on Space Hulk PC & Amiga, Desert Strike Amiga, Lotus II Sega, James Pond III Sega, loads of ad copy, pack copy and US manuals rewrites.

Favourite game:
Naked Twister, but if unavailable *Super Star Wars, PGA II, John Madden '94.*

Favourite book:
The Moon's a Balloon, David Niven

Favourite manual:
Chuck Yeagers Air Combat. Wondrous words by the one and only Tungsten Luoto.

Last film seen:
In The Line of Fire, wrinkly Clint action.

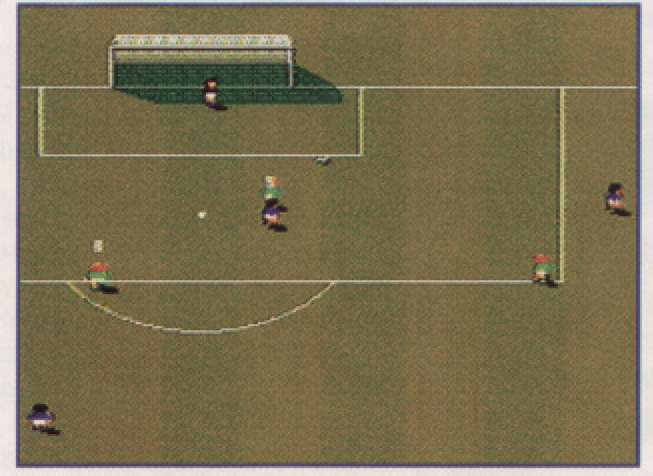
Last CD bought::
The Doors, *Strange Days*

Sensible Shoot out

Soccer. The most popular sport in the world. Multi-million pound industry, creating heroes for millions of hopefuls. Then, in the middle of the season, in the middle of Home Economics, up pops Sony's *Sensible Soccer* — and the crowd go wild...

There's only one way to really test a game and that's to get out and meet the people who really count — YOU, the public. So when Sony's effervescent but soccer-challenged top PR star Caroline Stokes asked SNES FORCE for an advance opinion on their eagerly-awaited conversion of the legendary football sim *Sensible Soccer*, we all agreed it would be even better to find out what the town's games buyers thought.

So with the preproduction cart clasped lovingly between sweaty palms we trooped of to the local comprehensive for the ultimate *Sensible Soccer* challenge. Could the professionals overcome the exuberance of youth or would we be publicly humiliated by a bunch of renegade part timers? Soccer pundits were drawing comparisons with the England vs San Marino match but no-one was really sure whether it was an insult or a compliment. In the end we put the snide remarks down to some misguided form of psychological mind game and got on with the job at hand — defending the SNES FORCE honour.



Tension mounts in the warm up rounds with three sendings off —and it's meant to be a friendly game!

After an early morning fitness test the SNES FORCE team was looking severely ragged. Our star striker, Simon, was practicing hard for the national games championships and couldn't be (more) disturbed. A bedraggled Bruford was confined to the office on the grounds he might scare the more sensitive schoolgoers. Charlie was still recovering from another hideous mountain bike injury, Chrissy H, the devil himself, was tied up with… well, with rope, and Will declined on grounds of schoolgirl fetish.

That left the grand old man of football Chris Rice as the lone defender of the magazine's gleaming reputation. Luckily, Jon Hare one of *Sensible*'s programmers was on hand to lend a helpful boot — God knows we needed him.

The roar as we strolled into the classroom was more akin to an afternoon on The Kop than second period in the Home Economics room. Cheers galore and masses of expectant faces. Caroline made sure Chris didn't do a runner, while Jon explained the rules, which didn't take long, as many of the budding Gazzas had played the Amiga version. The quest was on to find the *Sensible Soccer* champ. Caroline was waving *Last Action Hero* and *Dracula* CD soundtracks in the air — just a selection of the prizes the Sensible Cup winner would claim. Bad move.

Chaos reigned as masses of eager participants jumped at the opportunity to kick Chris and Jon's hide, literally launching themselves across the room in a frenzy of soccer hysteria. Caroline did her best to cheer on her champions but was instantly cautioned by Senior House Tutor Mr Weaver and dismissed into the corner with her hands on her



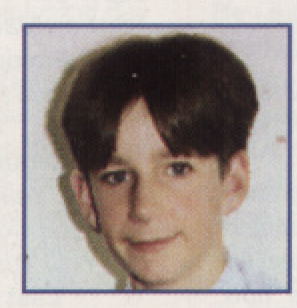
Thomas Scott (11)
Lost 0-2 to Chris
'Brilliant 90%'



Shaun Johnson (11)
Drew 1-1 with Chris
'Good. Not as easy to control as the Amiga version and I think it's a lot slower 89%



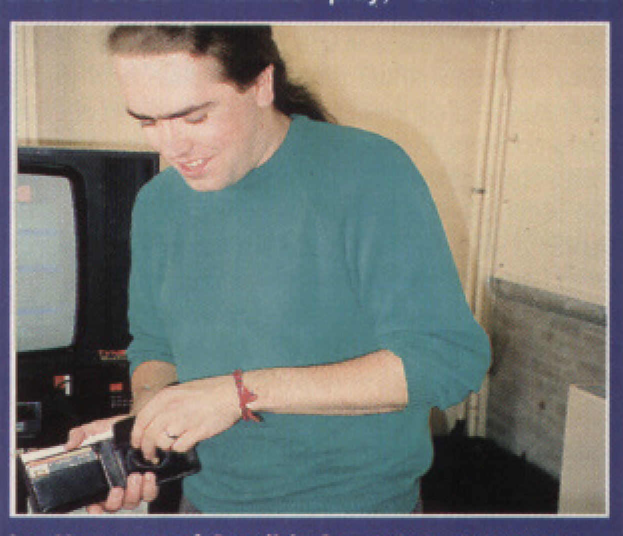
Adam Marsh (11)
Lost 1-0 to Chris
'Good but a bit slow 79%'



Henry Burton (11)
Drew 1-1
'97%. I love it'

HARE-RAISING!

Sensible Soccer started life on the Amiga just over two years ago. Jon and his partner at Sensible Software, Chris Yates came up with the idea. Jon had played *Kick Off* and wanted a game with improved gameplay and loads of new features. They'd decided *their* footy sim *had* to be instinctive — you *had* to want to pick up the game, get into it straight away, and, after several months play, still find new features and pick up new skills. 'We gave the game a delicately balanced difficulty curve,' Chris Yates told me. 'The Amiga game took around eight months to programme. I'd say the Sega game took about the same time. For the SNES version we included difficulty levels, star players each with their own special shots, we enhanced the goal keepers, made the menus less boring and changed the dimensions of the pitch a little. You get a smaller view of the pitch, so the game appears to run faster, but it's actually the same speed as the Amiga version.'



Jon Hare, one of *Sensible Soccer*'s programmers, tries to bribe his way through to the final.



William Jones (12)
Lost 2-0
'85% Better than MD footie games. Love the beginner mode.'



Sara Randell (12)
Lost 4-0
'Good. Quite slow for beginners though. 85%'



Gareth Jackson (13)
Lost 3-0
'Great game. I like the good selection of teams and the music. 87%'



Steven Frost (12)
Lost 1-0
'Good graphics and gameplay although it takes a while to get used to if you usually use a joystick.' 80%



Chris, playing as Manchester, in full flight against young hopeful Adam Marsh.

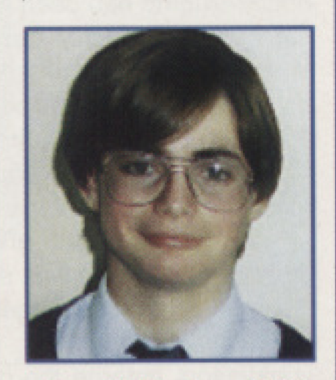
head — it's amazing what depths teachers will stoop to to win a couple of CDs. But justice prevailed and the school's dirty tricks backfired, the sight of Ms Stokes sobbing merely spurring Chris and Jon to greater heights.

The Marsh reality

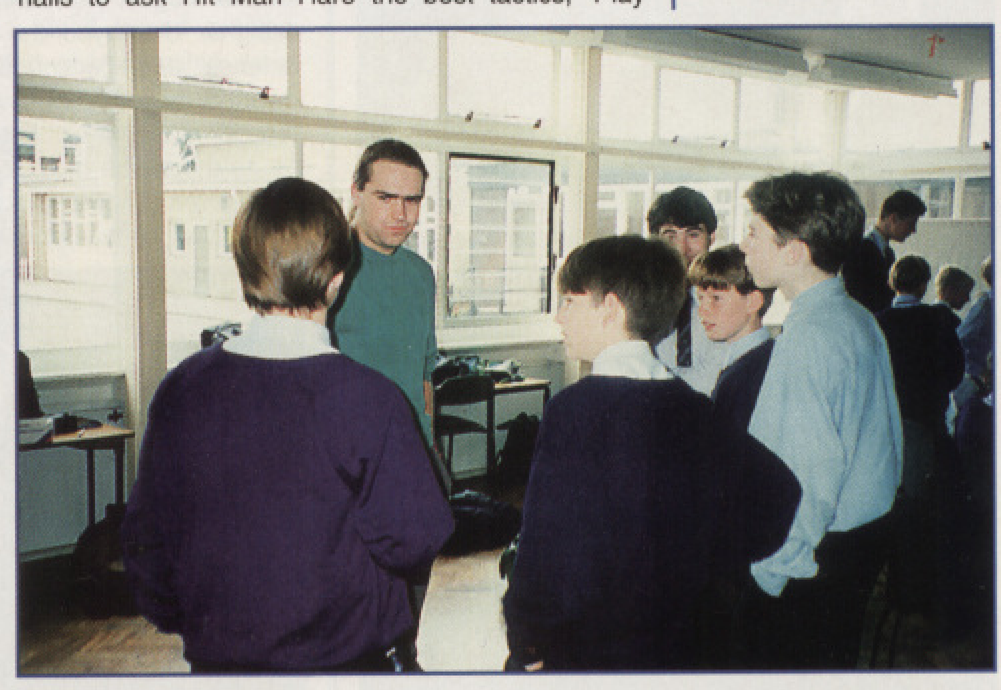
The atmosphere was electric as the first contender, Adam Marsh took his seat and prepared to take on Chris. 'It's got to be Manchester for me,' shouted the Mancunian editor. His pedigree didn't appear to bother 13-year-old Adam though, with his eyes fixed firmly on the screen, he chose Inter Milan and proclaimed defiantly, 'I'm gonna thrash him!' Chris looked on nervously, momentarily stopping biting his nails to ask Hit Man Hare the best tactics, 'Play dirty,' the pony-tailed programmer smiled with the Devil's eyes, 'but beware, it's easy to get sent off.' Chris took note. After deciding on three minutes 'real time' each way the game kicked off and Chris started kicking. Numerous crunching tackles and a handful of yellow cards later the half-time whistle sounded and both teams set about changing tactics and formations for a second-half showdown



The action hots up as our plucky editor defends the SNES FORCE honour. Close your mouth Ricey!



Gareth Hughes (12)
Drew 3-3
'Good graphics and gameplay although it takes a while to get used to if you usually use a joystick. I ususally play the Amiga or Mega Drive version but this is just as good if not slightly better' 87%



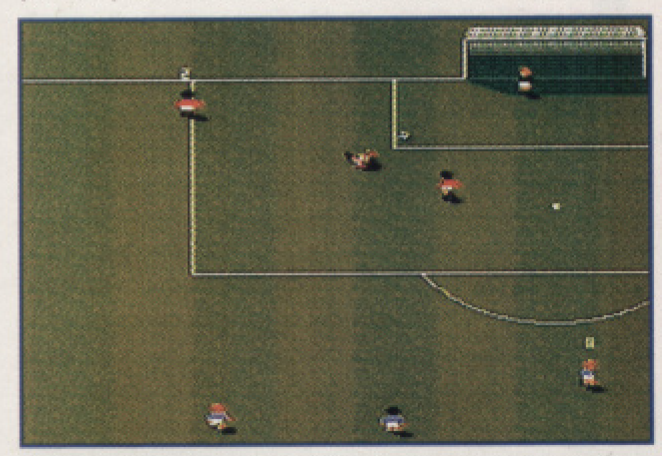
Surrounded by angry losers, Sensible's Jon Hare makes a break for the nearest exit.

All remained close until Chris picked up a loose ball just outside his own penalty area, looked up and sent a 35-yard pass hurtling downfield over the Milan midfield, took it on the run, nutmegged two defenders and launched a shot into the top corner. The spawny Mancunian had done it again and he proceeded to taunt his opponent, then pile his entire team into defence. Despite a valiant attempt Adam couldn't penetrate the cast iron defence and, at the end of 90 minutes, the score remained Manchester 1 Inter Milan 0. What better way to start the tournament than on a winning note — no matter how flukey!

After the match, Adam gave his comments on the game. 'It's pretty good. The beginner mode's a little slow. If it'd been on expert I'd have thrashed him.' That's what they all say!

Sensible schooling

On the other side of the room the Mega Machines crew were taking a beating from all comers, meanwhile Chris and Jon — Manchester and Norwich respectively — proceeded to carve through the opposition. All that stood between them and a perfect record was the 12-year-old Welsh wizard William Jones. Adopting an attacking 2-3-5 formation the young pretender peppered the Manchester goal with long shots only to be caught twice on the break with two quick goals — the Mancunian's finishing was deadly. Despite continued attacking, William couldn't breach the Manchester sweeper system and no further score was added before the final whistle blew. Although distraught by his performance, the defeated finalist was full of praise for the game 'It's much better than any Mega Drive Football game' he purred 'The beginner mode is excellent. ' And how would he rate *Sensible Soccer*? 'At least 85%, probably a lot more. If I'd won it would have been 90%.' With that, Caroline proceeded to attack Chris for not letting him win and was immediately sent back into the corner by Mr Weaver — some people never learn!



Goalmouth scramble! Manchester hit the post with only two minutes gone in the first half.

As the lunch bell rang and the last few players exchanged Sony T-Shirts and told increasingly unfeasible stories about how they 'only missed by *this* much', an air of normality slowly returned to the school. A lot of hearts were broken and egos dented along the way but in the end there was only one winner — *Sensible Soccer.* The only question remained was what to do with the afternoon. Right on cue Jon piped up 'back to the office for a *Sensible* challenge?' And with that we sped off to the car for a return match. 'I'm Manchester!'

'I'm Norwich!'

'Do you think we should tell Caroline we're leaving?' We all looked at each other and simultaneously laughed 'Nah!'

Wonder if she's still there...?

Senseless

The Sensible Soccer C

Hotly tipped to be the best football game this side of Wembley stadium the SNES FORCE layabouts decided to stage their very own *Sensible Soccer* tournament to see how good it really played (and take a day off in the process)...

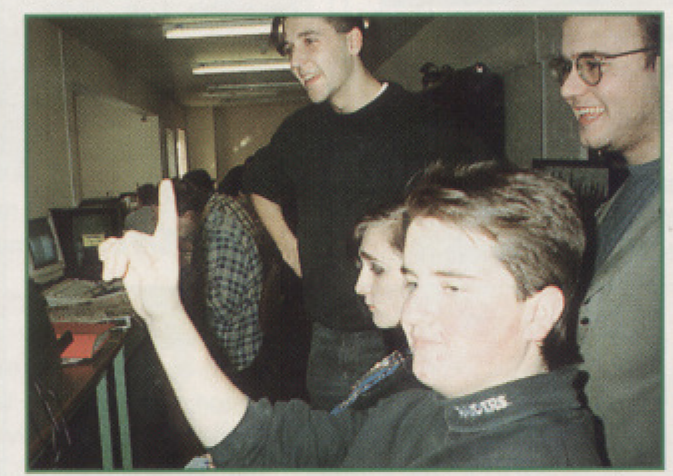
The players endured rigorous training sessions, from dawn to dusk they practised with all their heart. Pain, tears, it didn't matter to this team. Now the real test had arrived, a time to see if all the hard work would pay off. So England travelled to Holland to find out and at the same time SNES FORCE got off their lardy butts and trekked all of two metres to the SNES to compete in the *Sensible Soccer* challenge. From the *Sensible* stable arrived Jon Hare, programmer of the latest footy fandango and all-round gaming superstar who decided to show the FORCErs exactly how the game was played. To double the chance of a SNES FORCE victory the cunning crew entered Simon Hill, renowned god of games, and Chris Hayward, renowned of nothing significant. Playing a *Sensible* cup, the trio went at it hammer and tongs (and tongues, if the language was anything to go by).


There's only one Chrissy Hayward, one Chrissy Haaay...' and the losing sides express their joy for his victory.

By half-time Simon had failed to live up to everyone's expectations by consistently losing to the other teams as well as Jon Hare who had predicted a clean victory for his good self. That left the bewildered Hayward at the top of the league and after dominating the final matches he emerged the winner. Jon left the premises with his prophesies shattered and Simon entered a state of sulk demanding he had been 'robbed' and vowed to claim the title he so richly deserved — *Sensible Soccer* champ. By now the rest of SNES FORCE had taken an interest in the competition and after comments that each could out-do the others at the game it was mutually agreed that *another* tournament be held, much to the delight of the fuming Simon. Prides were at stake, glory was at stake, Jon Bruford was gnawing a steak he was so excited. So the next day, the challenge of challenges was staged.

The air was filled with tension as the six competitors entered the office primed and ready for the carnage to begin. With all six taking part plus two computer teams it was a big cup knockout where only the best could survive.

After reining champ Hayward defeated the first computer team in the first match, resident sports enthusiast Will Evans took to the field in a bid to wipe the pitch with the revenge-driven Simon. The opening minutes saw several goals thrashed past Will's defense but undeterred he managed to figure out which the kick button was and retaliated with a goal of his own (or was it an own goal?). Unfortunately, Will's efforts were short-lived — moments later Simon scored another. The result — Will 1, Simon 1 heck of a lot.


The crowd root for Evans the underdog but against the jeers Simon takes the lead (around Will's neck).

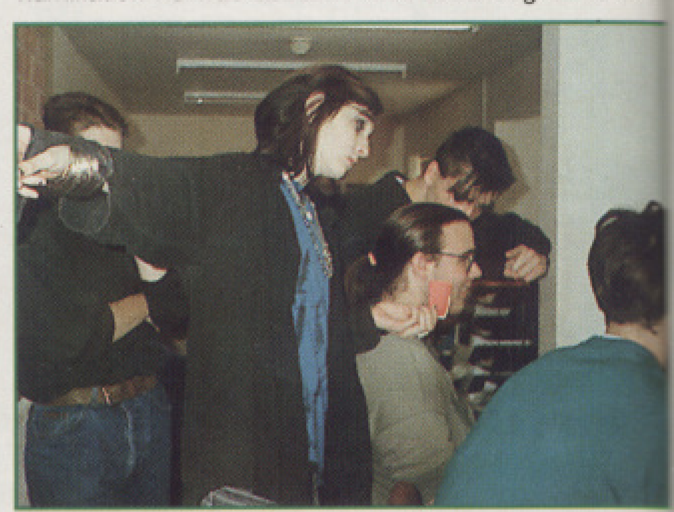

Who needs victories anyway? Content with a superb goal Will bows out of the competition.

If there was ever a grudge to be settled it was the showdown between Jon and Charlie. Bruford trotted onto the field full of confidence yet was quickly brought down to size via Charlie's impeccable talent for verbal abuse.


The dark destroyer verses the breathalyser in a pre-match confrontation.

After many stand-offs, reams of slanging matches, punching and the odd comment about each other's mother the pair kicked off... another slanging match. Hours later the verdict was decided that Bruford had won by a final degrading remark in the closing seconds of the argument. Charlie added insult to injury (in fact he added two insults) and received a red card as a consequence. With that, the football began. Moments later the SNES FORCE designer destroyed the shambles that was Jon's defense and continued to slaughter the squat dwarfen descendant with a volley of shots any premier manager would be proud of.

As the match drew to a conclusion Jon did slink to the rear of the stadium in anticipation of the humiliation he was about to receive. Slaughtered in


Acting ref. Will Noir steps in to clear the argumentative air.

Things
h a l l e n g e

the match, he clamoured for Chubb to forgive his earlier outbursts of rage. Of course anyone pitiful enough to beg forgiveness receives the obvious... another barrage of verbal abuse.



Bruford's technical wizardry reaches an all time low as Charlie wins the match (N.B Bruford's actual size).

Once the building was restored to some form of normality it was time for SNES FORCE's gallant leader Chris Rice to tackle the remaining computer team. Surely a man in his position couldn't lose to a doom-destined automated opponent? Surely he could easily defeat the amateur Ukraine side with his football excellence? Surely... as it turned out the Editor's hopes of claiming the championship were dashed.



As the Ukraine go into the lead SF's Ed has little choice but to cower behind his forearm.

Only seconds into the first half the Ukraine slipped in an astonishing goal much to the horror of Chris who, still dumbfounded by the realisation, fell victim to *another* seconds later. 2-0 down, Chris still had time to make a comeback or, at least, kiss goodbye to the tournament with a small amount of pride intact. Fortunately the Gods of Tranmere were on his side and he managed to welly the ball into the opposition's net. Not that it mattered, 90 minutes soon elapsed leaving Chris with no consolation and a computer team that made it through to the semi-finals.



Chris relishes a late goal as finger mouse looks on from afar.

Leaving three gutted teams by the wayside, the remainder of the SNES FORCE team continued their individual quests for glory. The semi-finals pitched Chris Hayward against Charlie, and Simon against the Ukraine. Simon's match was no walkover, the computer team that caused upset against Mr. Rice was surprisingly good and refused to go out without a sturdy fight. But go out it did because after several unfortunate near-misses (fortunate for Simon) Ukraine were sent packing after being beaten 3-1.



A true artist at work. Or is it just Will making a trophy?

With both computer teams out, the final depended on the outcome of Hayward vs. Chubb.

It was an historical match in which the pair managed to collect more red cards between them than Vinny Jones could ever dream. With the ref holding up yellow cards, red cards, get well cards it was no surprise that by the second half Chris's side was reduced to nine men. Still in control of a full squad, Charlie took advantage of the lack of opposition and rattled in goal after goal. Yet just when victory teased on the horizon, the champ turned the tables (yes! right over!) and stormed into the lead. As the final whistle blew, a disappointed Charlie trailed off in misery leaving Chris, arms raised, to contemplate his success and prepare for the final — the *Sensible Soccer* rematch.



Simon affected by nerves? Pah, he's as calm as calm can be.

The ultimate, the pinnacle, the highlight of the event and nobody thought it would end in another Hill vs. Hayward conflict (people were getting bored for starters). Hell-bent on proving that he was the real champion, Simon confidently picked up the joypad and never looked back. It was a tough match, and though Chris had as much finesse as a lame mule, he continuously stayed ahead by one goal. As soon as Simon equalised Chris replied with a keeper-eluding sensation, that is until the second half when barbaric fouls resulted in another loss of a Hayward team member. Eventually Simon gained his revenged and won 5-4, much to the annoyance of Chris who kept reminding Simon that he won the previous cup — a poor excuse that was quickly forgotten.



Simon's victory party is gatecrashed by Will brandishing the Justice Flop Swatter (deluxe model).

So with the floodlights fading, Simon was deemed the *Sensible Soccer* champ and awarded the esteemed trophy that glittered in all its paper and Sellotape glory. The road to victory had been harsh and the rest of the team remain adamant that they were cheated. Still, there's always next year...

The Bruce Lee Story

Dragon

Exclusive update



WORK IN PROGRESS

He was one of the most influential martial artists the world has ever known and now the console version of *Dragon* adds to the life, the love, the mystery, the legend...

Though Bruce Lee died 20 years ago, his films and teachings have reached legendary status. A phenomenal martial artist, Lee influenced the popularity of the eastern fighting arts in the west, through his on-screen presence along with his own discipline — Jeet Kune Do. His rise to stardom was tragically cut short (Lee died before the internationally acclaimed *Enter the Dragon* was released) but his life affected the martial arts world and consequently the lives of many friends and practitioners. It's this amazing life story that is the focus for the film bio-pic *Dragon — The Bruce Lee Story* on which the SNES version is based.

Assuming the role of Lee the objective is to fight the characters found in the film. Another player can join in for simultaneous play (again as Lee, the proposed plan of the second player fighting as Linda Lee, his wife, was quickly scrapped) against a computer controlled opponent.

Dragon hopes to include over 1000 individual animations and a host of special fighting moves.

Level one sees Bruce against one of the Australian sailors after they gatecrash a party where Lee is in attendance. This first fight is a glimpse of the frantic action which inevitably takes place later.

Fists Of Fury

Upon arriving in America, as well as facing the ignorant attitude toward Orientals, on level two Bruce battles his own countrymen at a downtown restaurant. Together with machetes, the chefs want a piece of the newcomer, in fact they want to slice him to pieces! As Lee's life progresses so do his abilities — the further into the game the more moves he acquires.

In the film, Bruce is condemned by other Chinese immigrants for teaching Westerners the ways of the Orient. This battle of pride involves Johnny Sun, one of the notorious Sun brothers, and though Lee wins the bout he receives a back injury leaving him crippled for six months (incidentally, the injury was caused through weight training in real life). A rematch is later staged at the Long Beach Karate tournament. Johnny Sun steps up in an attempt to regain his pride and yet the devastating power and blinding speed of Lee knocks Sun into the crowd and out of consciousness. Again, both these fights feature in the Virgin game — Sun is a thickly built sprite with pixel-packed fists.

Returning to Hong Kong to start his illustrious movie career he runs into the other Sun brother, Luke, who, to restore his brother's self-esteem, challenges him to a fight. Though his power is great, the angry Sun is brought down to size via Bruce's extraordinary fighting skills and diligence. Don't expect such an easy victory in the game!

Game Of Death

The subject is dismissed by many as merely a myth, but throughout the film Bruce is haunted by an inner demon trying to claim his very soul. Bruce is unable to avoid the conflict with the inner demon. The ultimate battle in the motion picture pitches Lee against the Samurai entity with his son's (the late Brandon Lee) life at stake. As prophesied by a friend of his father's, if Lee doesn't defeat the evil spirit the fateful curse will be passed on to his son. Brandishing the legendary nunchaku (the British Censors hacked them out but they remain untouched in the game) Lee defeats the monster and consequently his fears. The SNES demon is a formidable foe complete with slicing stick. By this time, if you get this far, Bruce has acquired all his skills — this is the final test of dedication and endurance.

With such an exhilarating and captivating central character and masses of hardened foes, the early signs suggest *Dragon* should be propelled to stardom as far as the martial arts master himself has been. *Dragon* hopes to include over 1000 individual animations and a host of special fighting moves — considering the wealth of knowledge and abilities Lee possessed, there should be!

So forget pathetic, demeaning 'chop-socky' action, the true spirit of the ancient martial arts has arrived. I know what you're thinking, you've heard it all before, but this time — just this once — we could have a game to match the hype. Stay tuned to SNES FORCE for further updates as they happen. ■



Bruce proves to be the perfect bouncer when a gang of sailors gatecrash a private party.



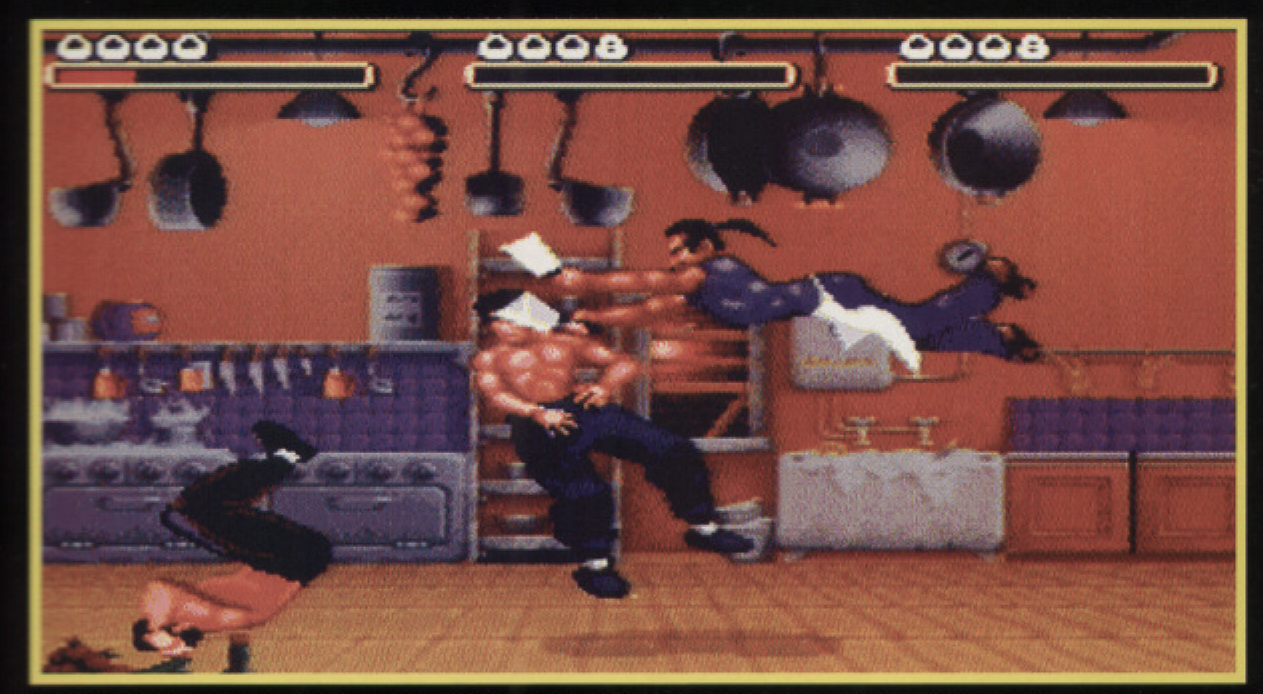


Above: The kitchen is the setting for a brutal food fight.

Left: recreating the movie's feel was high on the priority list.



The Dragon design team watched hours of movie footage to capture Bruce's special techniques.



In the midst of cooking pots the chef applies a devastating flying move with a vicious kitchen utensil while player two demonstrates an amazing flip technique — one of many fantastic features.



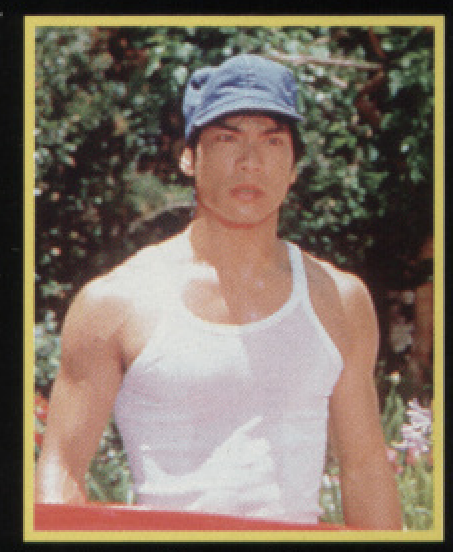
Some of the characters don't appear in the movie, such as this springy temptress.



Bruce was never afraid of multiple enemies. Look out for plenty of two-on-one action in the game.

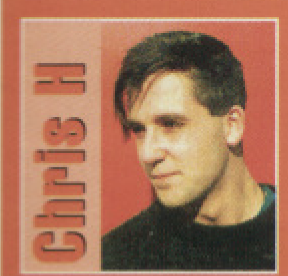


The final fight pits young Lee against the stalking demon The Phantom in a Chinese burial ground. Behind you!



From box-office smash to SNES star, *Dragon* fever sweeps the nation.

'Dragon Punch? This is the real thing'



Dragon looks like a real stunner. I've played *SFII*, *Mortal Kombat*, *Ranma 1/2* — even though the version of *Dragon* we saw was only half finished, it's got all the right ingredients to knock *Turbo* off the top slot. The Lee sprite averages six frames of animation per move which, compared to *Turbo*'s four, is pretty impressive. One of the main differences is that *Dragon* is based entirely on real martial arts moves and has a central character needing no introduction, a man recognised as probably the greatest martial artist ever the world over. The Lee sprite alone has 40 moves! Blimey!

The learning curve for the various moves has been carefully thought out. Each time a character is defeated, the victorious Bruce learns a move of theirs. There is a training session option as well, so would-be Dragons can rehearse their lethal combinations with Yip Man, Lee's tutor. This surprisingly careful approach means that the player is fully prepared to fight the end boss, the mysterious Phantom. If *Dragon* lives up to expectations, Virgin could well have the beat-'em-up to beat 'em all .

Year of the Dragon?

In the bowels of the Virgin building, designers, artists, programmers and producers are busy working on the SNES version of *Dragon*. This is the first time this talented team has worked together and the results of many months of hard work are starting to show. Ronald Pieket Weeserik is the programmer of the SNES version of *Dragon*. He's come a long way since his very first piece of programming. 'It was on the TRS 80 computer,' he laughs, 'it was just an asterisk floating across the screen!' Since turning pro, he's had a successful programming career…

It's the first time this talented team have worked together, but the mixed ingredients appear to be making a fine dish. 'We're all experienced individually, but we had to get to know each other so we could all work together. We all have a hand in game design. We have meetings from time to time. Either the whole team get together to discuss the overall project, or individuals meet to discuss particular parts of the game.

It's the biggest progam data-wise Ronald's ever worked on, and considering *Dragon* is such an ambitious project, it's encountered surprisingly few problems.

John Palmer, Lead Graphic Artist on *Dragon*, designed the main sprite and the other characters involved in the game. His 'quality control' role ensures all the sprites are good enough to give the rest of the team something to work with, except for the Bruce Lee sprite which he animated himself. He sketches the sprites first, takes various clips from the film and uses them to help draw up the characters. 'So far, we've used five or six main characters from the film. Not all the characters in the game are lifted from the film. If we run out of characters, we use a bit of artistic licence.'

The Bruce Lee sprit has about 130 frames of animation at the moment. 'In the final version, we're hoping for approximately 200 frames.' John continues, 'As the bad guys in the game come along, some of Bruce's moves don't actually work, so we have to change some frames. The Lee sprite has 35 moves at present, there may be more in the finished game. I wanted to steer away from the *Street Fighter II* fireball effects type of thing.'

From John, a sprite goes to the animators — Paul Hallewell, Stephen Cavalier and Mark Smith. They've all worked in the animation industry.

How long a piece of animation takes depends on how complicated a move is. 'A punch may take a day, it's about two to three frames. Something more complicated, with say eight frames may take a week upwards,' Paul told us. 'The worst thing is drawing in the pixels, the shading and colouring. That's quite time consuming. This is a fairly graphic-intensive project. There are 10 enemies and Bruce. Each bad guy has over 100 frames of animation and, as John said, Bruce will have roughly 200. Then of course each baddie has their own definitive style of fighting. We've put in loads of frames. 'Paul is very passionate about the project. Hardly surprising, considering the amount of work the team have put into it. '*Dragon* has slicker animation than any rival game. This will definitely be the best looking beat-'em-up.'

Interested? Judge for yourself in our upcoming review.



The *Dragon* team: Steve Cavalier, John Palmer, Mark Smith, Ron Weeserik, Aron Phelan, Mark Anthony and Paul Hallewell.

The rise and fall of a martial arts legend...

Way of the

Bruce Lee created a revolutionary approach to the martial arts and became a legend. Now movies and games fuel the myth adding a sacred quality to his name. Over the past decades many young warriors have tried to rekindle the Dragon's spirit but none have come close — until now...

Dragon

THE LEE LEGEND

As Lee himself said, shortly before his mysterious death in 1973: 'The martial arts are ultimately self-knowledge. A punch or a kick is not to knock the hell out of the guy in front, but to knock the hell out of your ego, your fear, or your hang-ups.' During his lifetime, he overcame the barriers of fear and prejudice to inspire a whole generation of action heroes.

Now, two decades later, Lee's extraordinary life has been captured in a movie called *Dragon: The Bruce Lee Story*. Based on the book, *Bruce Lee, The Man I Only Knew*, by Lee's widow, Linda, it is as accurate a rendition of Lee's life as we can ever expect to get. Producer Rob Cohen explains: 'Bruce was a man who struggled his whole life to embrace his destiny and overcome his personal demons. In the end, a cruel twist of fate prevented him from fulfilling that destiny.'

Bruce Lee was born in San Francisco in the Hour of the Dragon on November 27th, 1940, the Year of the Dragon. He was given the name of Lee Yuen Kam, and was later known as Lee Siu Yoong, meaning 'Little Dragon.' He was raised in Hong Kong, but returned to the United States when he was 18, after his involvement in fights and gang activities repeatedly landed in trouble with the law.

Hollywood soon discovered Lee, and the charismatic young fighter proved a dynamic actor as well. James Coburn and Steve McQueen were among the pupils who took instruction from Bruce in martial arts techniques, and they helped him find work as an actor in a short-lived television series called *The Green Hornet*.

Leethal weapon

Lee developed the *Kung Fu* series for himself, but lost out on the star role to the distinctly non-Asian David Carradine. However, on a return visit to Hong Kong, Lee was amazed and delighted to discover that his role on *The Green Hornet* had made him into a local hero. He decided to stay and capitalise on this, starring in a martial arts extravaganza called *The Big Boss*.

Superficially, *The Big Boss* wasn't all that different from hundreds of other low-budget action films made that year in Thailand, Korea, Taiwan or Hong Kong. But unlike the others it broke box office records wherever it showed, out-taking classics like *The Sound Of Music*.

The follow-up was an even greater success. Ticket touts were charging up to £15 a ticket in Singapore, where over half a million people saw the film. The following year Bruce Lee had broken decisively into the foreign market with the hugely Successful *Enter The Dragon*. But three weeks before it opened, Bruce Lee, a star at thirty, was dead, aged thirty-two, in mysterious circumstances that not even an inquest finally clarified.

A huge commemorative poster of him went up in Hong Kong, and thousands packed the streets outside the funeral parlour. Lee Marvin, Steve McQueen and James Garner were among his pall bearers. There were rumours that Lee had been assassinated by the Hong Kong mafia, or a martial-arts-obsessed crank. Some even suggested that he died of an overdose of a body-building drug, and his quest for physical perfection had finally caught up with him. In truth all that was certain was that death was caused by a cerebral edema, a swelling of the brain. The reason for it remains a mystery.

"Bruce was a man who struggled his whole life to embrace his destiny and overcome his personal demons."

Essentially the Bruce Lee legend was based on four films. *The Big Boss* (1971) was Lee's first movie, and many argue his best.Next came the incredible *Fist Of Fury* (1972), Shortly after, Lee wrote and directed as well as produced *Way Of The Dragon*, which was originally called *Enter The Dragon* until Warner took the title for their film The climax saw Lee taking on future martial arts star Chuck Norris.
The most well known Lee film was his last, *Enter The Dragon*, which was co-produced with Warner Brothers and went to become the definitive martial arts movie.

Following Lee's untimely death there were a spate of pseudo-biographies released, usually starring actors named Bruce Li or Bruce Leigh. But it was left to long-time Lee fan Cohen to provide the ultimate movie version of the martial arts superstar's life.

'I was at the American premiere of *Enter The Dragon* in 1973' says Cohen, 'and it was the first film in which I'd ever seen an audience respond to an actor as if he were part of a live sporting event. Cheering, applauding and screaming — I'd never seen anything like that before.'

Exit the Dragon

Cohen sees Lee's premature death, and the mythology that grew around it, as direct result of what Lee stood for when he was alive. 'I wanted to tell the story not of his death, but of his life,' explains the producer. 'But at the same time to represent that death as a clear presence all through life. When a man runs so hard and burns so bright for so short a time, I think there's an inner knowledge of the meaning of time, the shortness of time. That's what I wanted to infuse the film with.'

The most difficult task facing the film makers was finding somebody who could portray Bruce Lee convincingly. Cohen's casting director Bonnie Timmerman, Suggested a 25-year-old Chinese-American actor of Hawaiian descent, someone she'd seen while casting *Last Of The Mohicans*. 'He can act, he's deep, he has an incredible body,' she told Cohen. 'If this isn't the right guy, then I don't know who is. His name is Jason Scott Lee.'

'Lee?' said Cohen. 'His name is Lee? That's a good enough omen for me.'

Ironically Bruce Lee's real-life actor son Brandon was never considered for the role, and would undoubtedly have turned it down if offered, because he was off pursuing a career as a successful movie star in his own right in movies like *Rapid Fire* and *Showdown In Little Tokyo*.

In a macabre twist of fate, Brandon was killed earlier this year in a shooting accident on the set of *The Crow*, an adaptation of James O'Barr's dark horror comic about a 'vigilante zombie.' A real bullet had become lodged in the barrel of a prop gun designed only to fire blanks, and the 28-year-old star died in hospital 13 hours after suffering the fatal wound.

Brandon's tragic death only adds fuel to the bonfire of controversy that has raged for two decades over his father's mysterious demise. But it seems to Cohen like a case of very bad luck.

Dragon: The Bruce Lee Story wisely avoids cheapening its subject by making sensational claims about the manner in which the screen's greatest martial artist shuffled off this mortal coil. 'I've had people tell me that for $50.000 they'll tell me the *real* way Bruce died', concludes Cohen. 'A forensic expert called it death by misadventure. I think that was mainly because he was in another woman's apartment. But we don't deal with that. If someone wants to make the sequel, *The Death Of Bruce Lee* with twelve different versions, they are welcome to it....' In the meantime, if you're at all interested in martial arts, then *Dragon: The Bruce Lee Story* is an absolute must. ■

The Super League

Welcome to the new look Super League, with more information than ever before and a new number one in the shoot-'em-up chart. Any surprises? Read on...

ARCADE

Title	Publisher	Score %	Issue
1. Ghouls 'n Ghosts	Capcom	89	-
2. Sunset Riders	Konami	89	6
3. Castlevania IV	Konami	88	-
4. Super Pang	Capcom	86	-
5. Joe & Mac 2	Elite	86	-
6. Chuck Rock	Sony	80	-
7. Super Bomberman	Sony	81	2
8. Taz-Mania	T•HQ	86	1
9. Super Adv. Island	Hudson	84	-
10. Battletoads	Tradewest	71	4

ADVENTURE

Title	Publisher	Score %	Issue
1. Legend of Zelda	Nintendo	93	-
2. Shadowrun	Data East	92	2
3. Jurrasic Park	Ocean	92	5
4. Out of this World	Interplay	85	-
5. Mystical Ninja	Konami	88	-
6. Actraiser	Enix	83	-
7. Equinox	Sony	84	6
8. Might & Magic II	Elite	84	6
9. Soul Blazer	Enix	84	-
10. Lagoon	Kemco	75	5

BEAT-'EM-UP

Title	Publisher	Score %	Issue
1. SF II Turbo	Capcom	96	2
2. SF II	Capcom	92	-
3. Mortal Kombat	Acclaim	89	3
4. Ranma 1/2	NCS	84	7
5. Batman Returns	Konami	82	-
6. Final Fight	Capcom	79	-
7. Rushing Beat Run	Jaleco	74	-
8. Super Double Drag.	Tradewest	70	-
9. Turtles IV	Konami	75	-
10. Tuff E Nuff	Producer	65	2

PLATFORM

Title	Publisher	Score %	Issue
1. Mario All-Stars	Nintendo	92	4
2. Super Mario World	Nintendo	95	-
3. Cool Spot	Virgin	90	7
4. Mickey's Magic Que.	Capcom	91	-
5. Mr Nutz	Ocean	90	5
6. Tiny Toons	Konami	87	-
7. The Addams Family	Ocean	88	-
8. First Samurai	Kemco	85	4
9. Prince of Persia	Konami	89	-
10. Super Putty	System 3	87	6

PUZZLE

Title	Publisher	Score %	Issue
1. Lost Vikings	Interplay	91	1
2. Lemmings	Sunsoft	90	-
3. Goof Troop	Capcom	88	6
4. Super Tetris	BPS	85	-
5. Krusty's Funhouse	Acclaim	82	-
6. Yoshi's Cookies	Nintendo	79	4
7. Pushover	Ocean	78	-
8. Q-Bert	NTVIC	64	-
9. Troddlers	Storm	65	3
10. Spin Dizzy	ASCII	82	-

SHOOT-'EM-UP

Title	Publisher	Score %	Issue
1. Super Empire	JVC	95	7
2. Alien 3	Acclaim	92	1
3. Super Star Wars	JVC	92	-
4. Parodius	Konami	87	-
5. Super Probotector	Konami	92	-
6. Zombies	Konami	90	6
7. Cybernator	MCS	89	-
8. B.O.B.	EA	86	1
9. Pop 'N' Twinbee	Konami	80	2
10. Axelay	Konami	90	-

SPORTS

Title	Publisher	Score %	Issue
1. Super Mario Kart	Nintendo	90	-
2. Rock 'N' Roll Racing	Interplay	90	6
3. Super NBA	Tecmo	88	-
4. John Madden '93	EA	90	-
5. Super Tennis	Nintendo	88	-
6. Striker	Elite	82	2
7. Top Gear	Kemco	88	-
8. Extra Innings	Sony	87	-
9. Exhaust Heat II	Seta	84	-
10. Super Soccer	Human	84	-

STRATEGY

Title	Publisher	Score %	Issue
1. Pilot Wings	Nintendo	91	-
2. Desert Strike	EA	87	-
3. Mega lo Mania	Imagineer	87	6
4. Sim City	Imagineer	74	-
5. Player Manager	Anco	86	4
6. Populous	Anco	81	-
7. Super Strike Eagle	Microprose	79	1
8. Mech Warrior	Activision	79	-
9. Wing Commander 2	Mindscape	84	-
10. Super Conflict	Vic Tokai	79	7

A league of their own...

Every game listed in this section has been selected by the SNES FORCE team as one of the ten best of its class. The SuperLeague™ will be constantly updated to ensure that it continues to be an accurate listing of the very best games available for the SNES. SuperLeague™ listed titles are all widely available in high street stores and via mail order. It is advisable to check compatibility with your retailer before purchase.

The Review section

...continues to pump out non-stop, action-packed coverage of all the latest SNES hits right through the festive season. Feast your eyes on the review crew's latest offerings...

Game Type
Our SuperLeague™ category – indicating what type of game is being reviewed.

What the makers say
A chance for the people who produced and market the game to do a short sell to you.

Controls
Which button does what when controlling the game. If a button does nothing, we say so.

First Impression
As soon as a game comes into the SNES FORCE office for review it is given to three of the team for a 'first impression' session.

At this stage the reviewers aren't undertaking a complete critical analysis of the game, instead they are simply presenting three snapshot impressions of the game.

This element of the review process is probably the furthest most readers get when trying to evaluate software for themselves in shops, so it's a very useful acid test to see just how well the game fares, even without the manual.

Don't expect all three of the reviewers to agree with each other at this stage of the review (in fact don't rely on that at any point!)

For a balanced view you should compare the First Impression panels with the corresponding Final Analysis section.

First day score
One of the team is assigned the game for a complete review after the First Impression sessions have been completed. The first day score achieved is a good indication of how difficult (or otherwise) a game is.

Comment
A full comment is much more detailed than a first impression statement.

In order to give a fair assessment of the game one of our reviewing team has to spend at least half a day playing the game from end to end, or at least as far as they can get.

Comments include a short summary quote and rating.

Ratings box
The definitive summary of how each game is rated by the entire SNES FORCE team.

Even if you don't read anything else — read this.

SuperLeague™ placing
If a game is considered to be good enough, it will find a place in one of the SNES FORCE SuperLeagues™

In simple terms, these are lists of the top ten games in various different genres.

SNES FORCE strongly recommends the purchase of any game rated in a League.

Normally only titles worthy of our *Smash!* accolade make it.

Final day score
The same reviewer who play-tested the game on its day of arrival will have been playing the game for over four weeks by this stage.

You should expect the final day score to be much higher than the first day one.

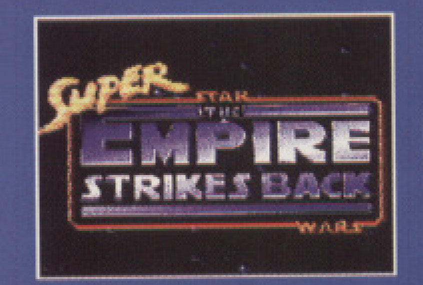
If it isn't — treat it as a danger sign. Our team is full of professional games players and it's probably just too hard.

Final analysis
Cast your mind back to the first glance panels at the front of each review.

The final analysis section consists of parting observations from the same three reviewers who opened the box four weeks before.

A month is a long time when you play games all day so look out for opinions that might have changed.

Reviewed in full



Shoot-'em-up

Producer ... JVC
Supplier ... JVC

Price ... £59.99
Status ... UK Release

Players ... 1
Lives ... 3
Continues ... 3
Extras ... Password System

What the makers say...

Super Empire is the eagerly-awaited sequel to the classic, *Super Star Wars*, with further use of Mode 7 graphics and digitised sound from the film. ■ JVC

Controls

(green button)	Shoot
(yellow button)	Jump
(purple button)	Special Weapon
(red button)	Change Weapon
L	Select Force
R	Select Force

First impression



"Level One looks similar to the first game, but I'm not bored of that yet."



"Incredible sequel to an amazing shoot-'em-up, this is a joy to play."



"The life of the film has been captured perfectly — it's brilliant."

First day score

Charlie

11548

Super Empire S

When JVC released *Super Star Wars*, many people thought they'd created the ultimate film tie-in. Think again...

SNES FORCE **Smash!**



Chewbacca in the heat of the action at the Ughnaught factory. Jump across the platforms while avoiding the lava pit.

On the run from the omnipotent Empire, the rebel forces' only hope is you, taking on the roles of trainee Jedi knight Luke Skywalker, mercenary Han Solo, and his hairy wookiee sidekick Chewbacca. Fighting the Imperial forces through icy platforms, hostile jungle terrain and rapid-scrolling Mode 7 shoot-'em-up levels, *Empire* follows the same blasting format as its predecessor, *Super Star Wars*, but the thrilling action is thicker and faster than ever.

The jungle visuals and sound effects create an atmosphere so real, the temperature in the room rises!

Collecting hearts boosts energy, and health swords increase the characters' lifeforce capacity. Gameplay has been altered to make the challenge tougher and Luke's Jedi skills improve with every mind exercise. His new power enables deflecting enemy fire by holding his saber up, directing it back to the aggressor. Once Luke has trained with Yoda, a multitude of useful powers are at his disposal when the relevant icons are collected. Using Elevation allows Luke to fly through the air, avoiding particularly nasty enemies. Freeze does just that — immobilises everything on screen in order to escape or inflict damage on a helpless villain. Luke can refill his health sword using the Heal power, very useful before facing an end-of-level guardian. If he wants to simply pass by unnoticed, the Invisibility icon is just the ticket, while Mind Control enables the manipulation of weak-spirited enemies. Saber Control is a deadly addition to the young warrior's armoury — launching his weapon across the screen eliminates everything in its path. Last but not least is Slowdown, bringing Imperial forces to a standstill, making them easier to kill. All in all, Luke is now a force to be reckoned with.

Levels alternate from the familiar but reworked run-and-shoot platform action to blink-and-miss-something Mode 7 flight levels. New features abound, and even the baddies have been revamped, with bigger and meaner bosses.



The dense tropics on Dagobah house weird swamp creatures. Use Slowdown to halt the screen scroll and collect power-ups.

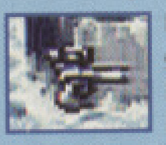
Thermal underwear

Out on patrol in the icy wastelands of Hoth, Luke unwittingly sees an Imperial tracking probe crash-landing. Investigation reveals its true identity, and the young rebel heads for the Rebel HQ to warn of the imminent Imperial onslaught, crossing icy wastes, finding his Taun Taun and battling fierce snow beasts.

As the big guns bear down, action ▶

USE THE FORCE

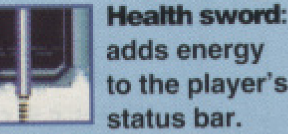
All ends happily in the movies but in this game don't rely on your co-stars — look out for these...



Blaster: good from long range but weak.



Grenades: pick them up straight away to gain eight.



Health sword: adds energy to the player's status bar.

Big Heart: the best icon for Jedis low on energy.



Shield: temporary invincibility is unbeatable.



Hearts: increase energy by tiny amounts.



Thermal detonator: create massive explosions.



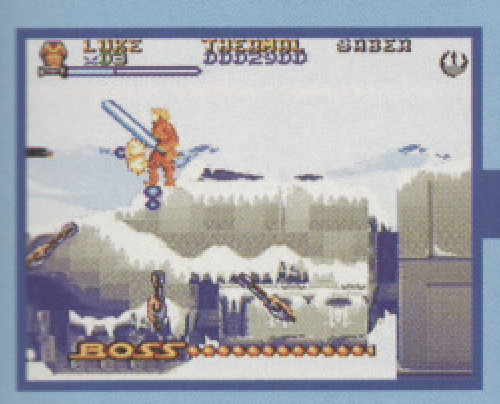
Vader mask: adds a big points bonus to your score.

Strikes Back

JVC/Lucas Arts

IMPERIAL MINTS

The cream of the crop, the best of the best — Take a look what Luke and Han are up against...



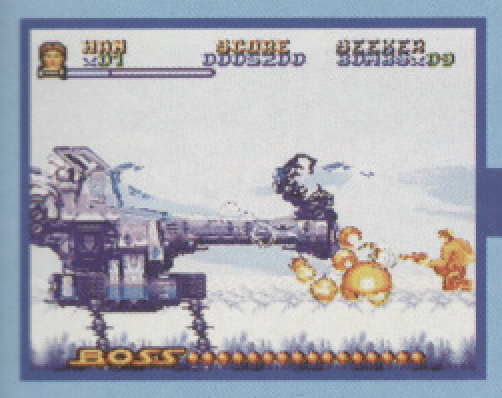
After battling through the AT-AT's bulky body, a final feud with the cannoned head awaits. Hang around for a thermal detonator.



The walker packs a nasty barrel of laser fire and takes a lot of damage before collapsing. Roll out of the way and keep firing.



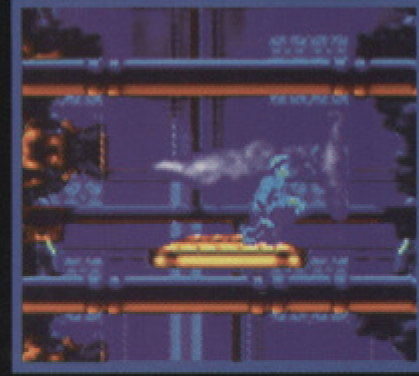
Watch out for this giant's lethal icy breath and swipes. Stay in the middle of the screen and shoot right up the monster's nostrils.



Defeating this boss is very hard due to the infuriating ball and chain it swings. Switch to Luke's blaster and destroy the cannons.



The final confrontation takes place over two demanding duels with Vader. Keep blocking and using the Heal force power.

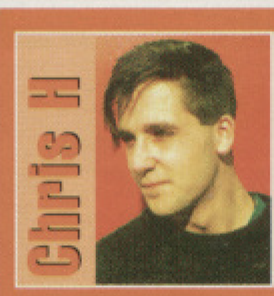


When frozen by the ice blasts, the only choice is to wait to thaw out.



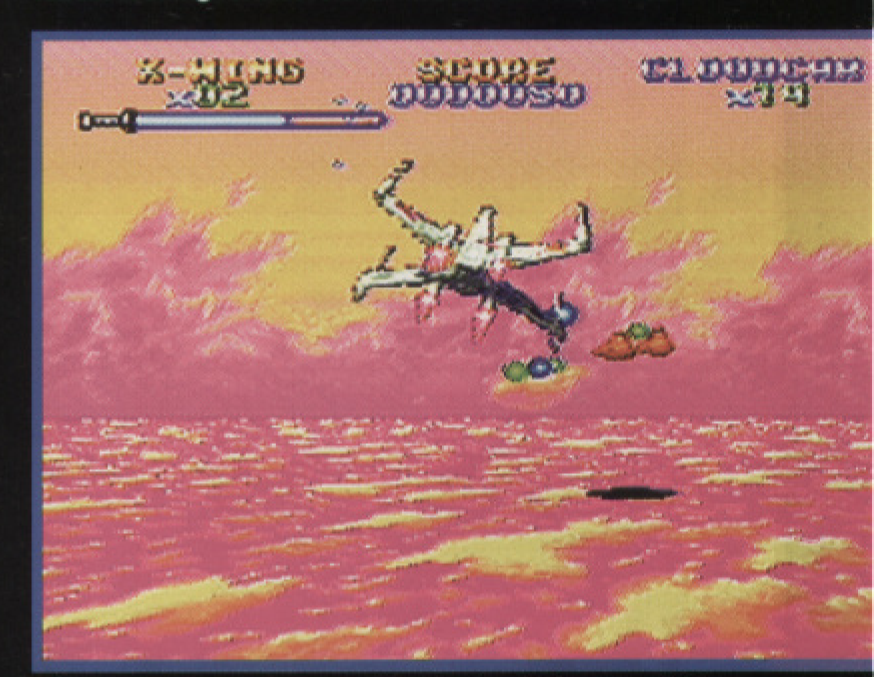
The light saber is much more effective than the wimpy blaster.

Below: Luke duels at the heart of an Imperial AT-AT Walker.





As the snow blizzards rain down Luke speeds along the terrain looking for ATSTs and AT-ATs. Kill five of each.



Using amazing Mode 7 techniques, Cloud City Assault is a level to behold. Skim both above and below the clouds.

'As fantastic as the movie'

Chris H

We switch on the snes, people crowd around the monitor, then the theme tune fades in. It begins in the thick of things, with sound effects exploding from all directions. Lasers zing through the air, Luke's lightsaber retains its traditional hum, and even Chewbacca maintains his recognisable growl. Not only are there authentic effects but a cataclysm of musical scores and mood-setting tunes, like in Dagobah where the dense tropics let out all kinds of animal noises.

As far as difficulty is concerned *Empire* is tough, easy mode is more demanding than many 'frustrating' games and yet it doesn't come across as annoying in the slightest. What makes *Empire* a certified stunner is the 3D stages which would double as stand-alone games if any other company had produced them. The Hoth flying stages, the asteroid shoot-out and the X-Wing assault — they're amazing to play and the fact they're individual from each other (not just different graphics) heightens their appeal.

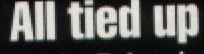
Graphically stunning, musically astounding and remorselessly addictive this is one of the best games to come along for one whopping big time. Cute platform games can just bundle up together and commit genocide. If it's spectacular space action you're after get *Super Empire Strikes Back* — it doesn't disappoint. You'll drool syrup over this.

95%

switches to Han as he dashes around the rebel hideout in a mad scramble to escape. Storm Troopers and enemy droids scuttle from all sides while he retreats over three Rebel Base levels, similar to the platform shooting of the original but with a more complex layout and meaner enemies.

The scene is set for the first stunning 3D section. To clear a path for escape, Luke has a set number of objects to destroy including toppling five AT-ATs with a cable and some fancy flying. He must negotiate hilly landscapes and airborne Imperial troopers before blasting a tow rope from the rear of his craft, banking hard and eventually crippling the metallic beast.


An emotional reunion with R2D2 in the Dagobah stage.



All tied up

Mode 7 levels come thick and fast, from skimming over ice to negotiating an asteroid field as Solo, with fifteen Tie-Fighters on his tail. The action continues as Han's shield is gradually depleted by enemy fire and the rocks hurtling toward the cockpit.

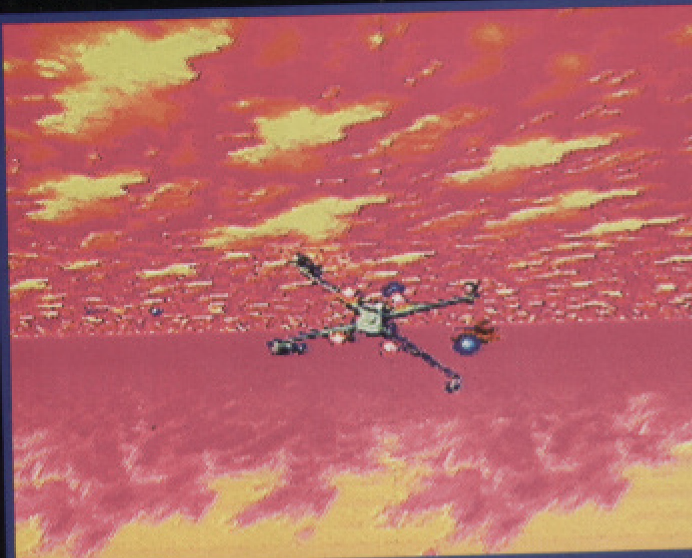
Luke returns to the action once more as he battles up a Walker's body to a face-to-face confrontation with its ugly head and tusk-like lasers.

The rebel escape complete, Luke seeks the teachings of Yoda in the Dagobah System. Both levels involve hacking through jungle and defending against bizarre aliens, then an enormous green end boss. The change in graphical style is stunning, from the barren white wasteland of the inhospitable Hoth to the overgrown greenery of Dagobah — the jungle visuals and sound effects create an atmosphere so real, the temperature in the room rises!

After meeting the wise one, head for Cloud City, home of Han's old associate Lando Calrissian. In the first of these levels Chewie fights Vader's minions in the corridors, on the second Han does the same and battles more Imperial troops on his way to a showdown with the enormous spacecraft end guardian. Next is the fiery Ughnaught Factory where Chewbacca returns to save the wounded C-3PO from crushing machinery.

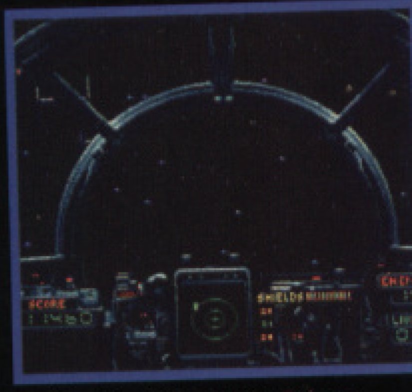
Things aren't looking good for Han, he's cornered by Vader and fights a desperate resistance on his last level, hopping up and down platforms in hydraulic lifts before being captured and frozen in carbon by the master of the dark side. Meanwhile, Skywalker battles his way to the city in the sky, defeating 15 Imperial transporters before approaching his destination. His Jedi training is completed by facing Darth Vader in single combat. A one-on-one battle to make the hardest heart miss a beat, this confrontation climaxing in either Vader's death… or Skywalker's.

The first game was acclaimed by many as the best shoot-'em-up ever, and *Empire* is here to go one step further.

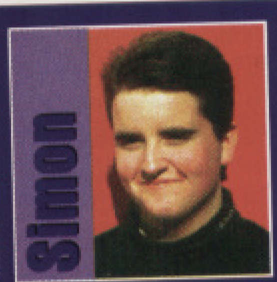

Skim the X-Wing up and under the vapour to dodge the enemy fire.



Chewie's basic blaster is weak so keep an eye out for power-ups.


Guide the Millennium Falcon through this mega asteroid field.

'Surpasses its predecessor'

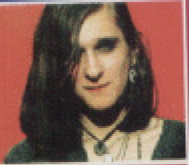


I defy you not to be impressed by *Empire*, particularly the level with the AT-AT walkers and snow speeder — it's truly amazing! Overall, the graphics in *Super Empire* are more varied than in the first game, and the SNES huge colour palette is used to the full. The graphics are truly brilliant. Once again, the sound is literally mindblowing — some of the best ever heard on a SNES. There's even more speech than in the first game, and so sounds *slightly* better. The one thing which let *Star Wars* down was its difficulty level — it was a little easy to complete. Well, fear not because *Empire* doesn't suffer from this problem, it's well solid! There are loads of action-packed levels and each is full of baddies and huge guardians. Playability is stunning, it's so easy to pick up you never want to put it down.

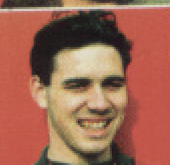
If you liked *Super Star Wars*, *Super Empire Strikes Back* should go straight to the top of your shopping list. If you missed the first game or didn't like the look of it, get *Super Empire* anyway — I guarantee you won't be disappointed!

94%

Final analysis


"A perfectly executed extension to the original game, this is going to be a *blinding* trilogy."

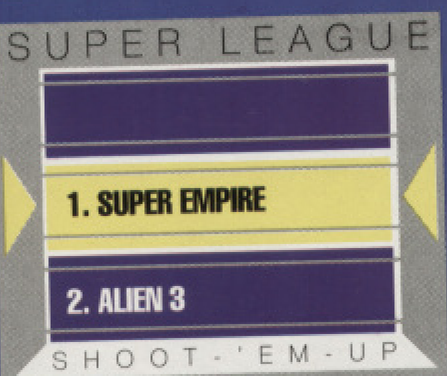

"A tough challenge which never becomes boring, enthralling from start to finish, buy it now!"


"So incredibly addictive, this has to be one of the best games ever — I'm impressed."

Final day score

Charlie and Simon — Easy

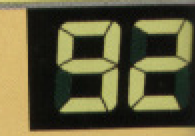
FINISHED



Numero Uno! The fantastic varied levels places this sci-fi sensation at the top. It'll take a lot to beat this.

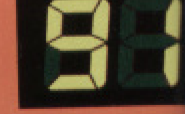
Sound


Sound effects straight from the movie trilogy and spectacular musical scores add to the excitement.

Graphics


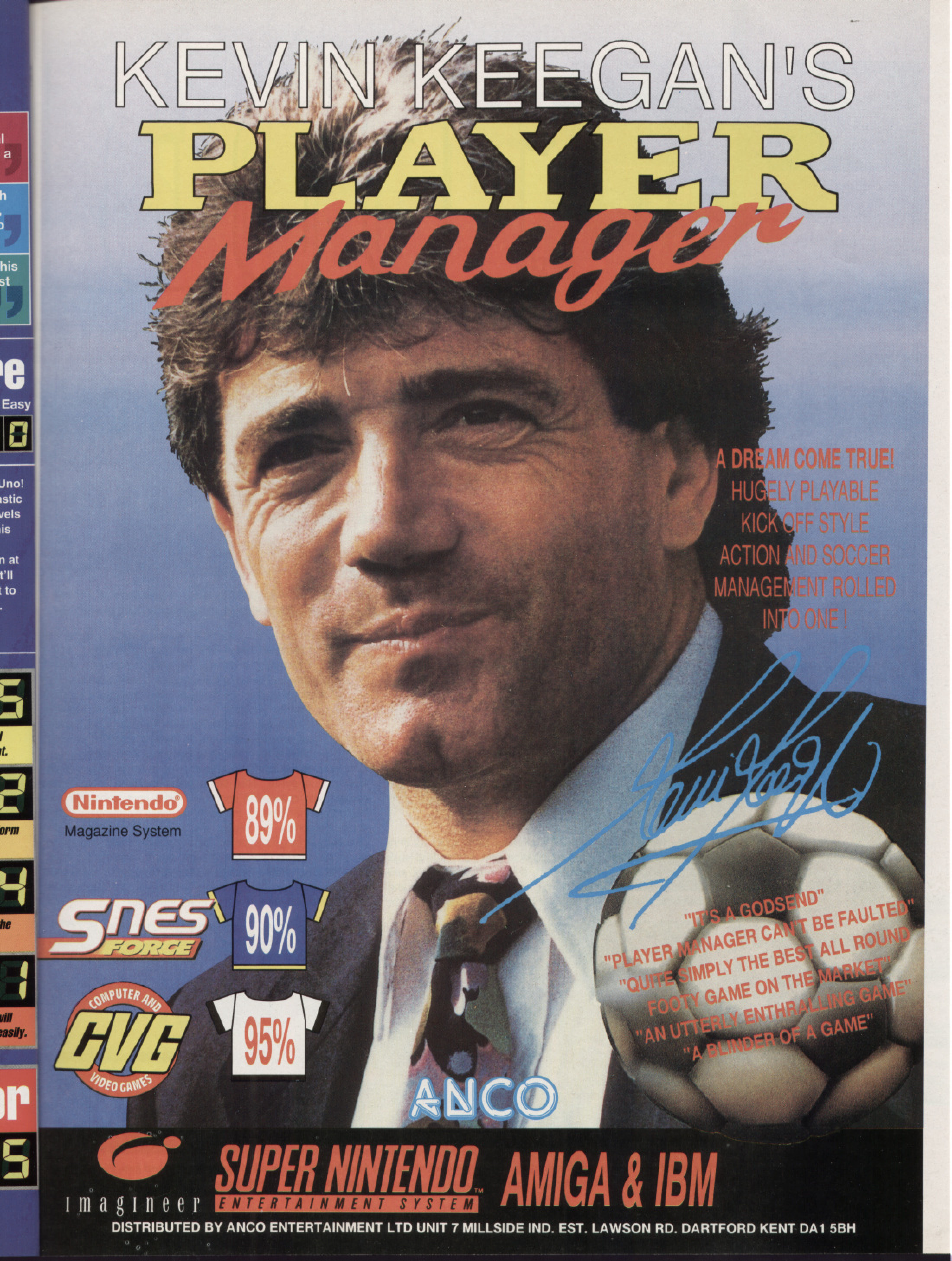
More varied than any other game. Beautiful platform levels plus unbelievable 3D flying sequences.

Playability
94
Viciously addictive. One go is all it takes before the hours, days and nights just fly by.

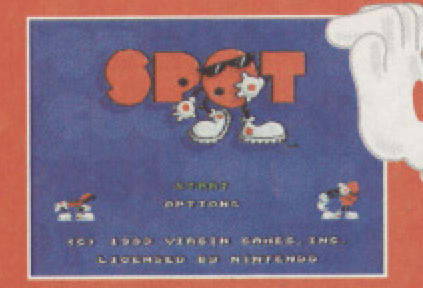
Lastability


Too tough for some but those who stick with it will have a ball along the way. Addiction doesn't die easily.

Force factor
A massive galactic fantasy to send Star Wars enthusiasts into a frenzy and make George Lucas proud.

KEVIN KEEGAN'S
PLAYER
Manager
A DREAM COME TRUE!
HUGELY PLAYABLE
KICK OFF STYLE
ACTION AND SOCCER
MANAGEMENT ROLLED
INTO ONE !
Nintendo
Magazine System
89%
SNES FORCE
90%
COMPUTER AND VIDEO GAMES
CVG
95%
"IT'S A GODSEND"
"PLAYER MANAGER CAN'T BE FAULTED"
"QUITE SIMPLY THE BEST ALL ROUND
FOOTY GAME ON THE MARKET"
"AN UTTERLY ENTHRALLING GAME"
"A BLINDER OF A GAME"
ANCO
imagineer
SUPER NINTENDO
ENTERTAINMENT SYSTEM
AMIGA & IBM
DISTRIBUTED BY ANCO ENTERTAINMENT LTD UNIT 7 MILLSIDE IND. EST. LAWSON RD. DARTFORD KENT DA1 5BH



Platform

Producer .... *Virgin*
Supplier .... *Virgin*

Price *£44.99*
Status ..... *Official UK Release*

Players *1*
Lives *3*
Continues *0-6*
Extras .... *Difficulty settings*

What the makers say...

The coolest, most controllable and slickest animated character ever seen on any computer or console system (even Sega can vouch for that).
■ Virgin

Controls



(green button)	Fire
(yellow button)	Jump
(blue button)	Nothing
(red button)	Nothing
L	Nothing
R	Nothing

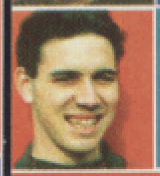
First impression



"Excellent conversion of the Mega Drive classic, Bigger and better."



I can't look at this without feeling thirsty. Get a load of those graphics.



"The graphics are much better than the original MD version."

First day score

Will — Level 3

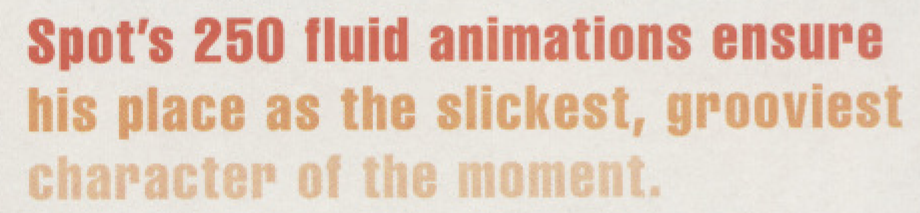
95270

Cool

SNES FORCE **Smash!**

Born from a 7-Up can, he's one of the most unlikely heroes ever. But Cool Spot's origins go far deeper, for the race of Spots actually exist...

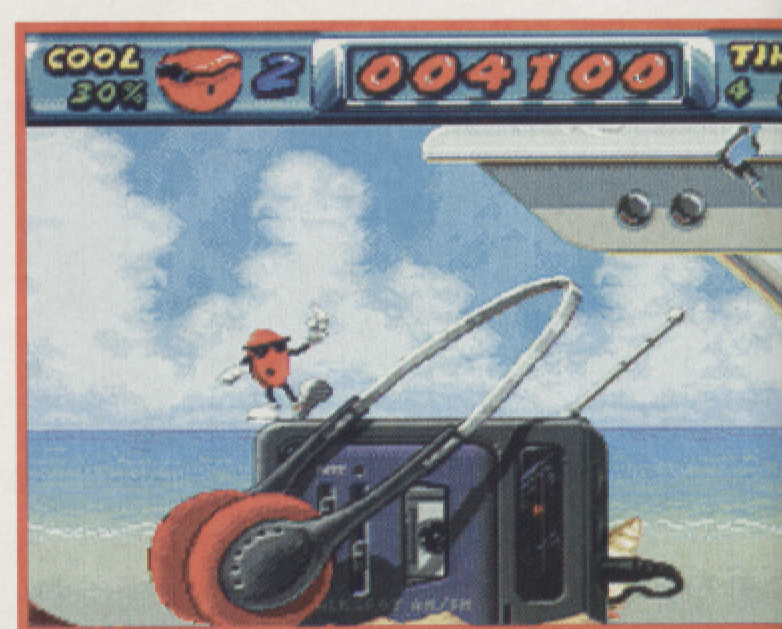
Spots! These flash little circles live in hiding from humans, content with being drop-dead cool on their own, thank you very much. Until one fateful day when a bored super-villain chanced upon the tiny red fellows and was so amazed he set about scheming and plotting to capture them all to show the other humans (at a nominal entry charge, of course). He set eleven traps in the form of baited cages and succeeded in filling every one, giving



the dastardly fellow instant fame and big wads of cash. Little did he know, however, that his calculations were wrong — there are twelve Spots!

Cool...

The last remaining creature is known as Spot, (cool as they are, the Spots aren't very imaginative with names and stick with just the one between them), a potential icon-figure and famous hero clad in the uniform white trainers and gloves and black shades characteristic of his breed. And so he sets out to



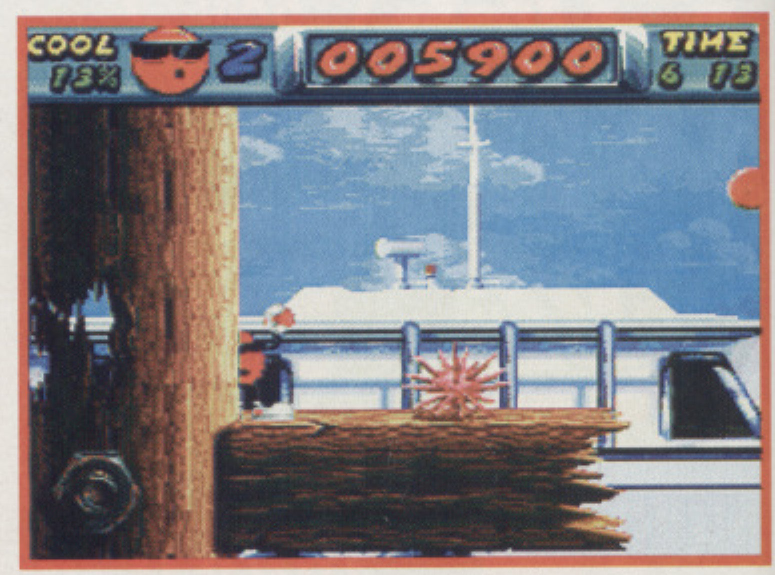
Level One's detailed walkman is just one example of the SNES versions many improvements over its Mega Drive counterpart.

save his friends from circus sideshow misery and vanquish the demon who captured them — Wild Wicked Wily Will.

The platform action takes place over eleven levels, the goal being to collect enough little spots icons to enable you, as Spot, to find and release your snared amigos. The number of spots needed varies according to the difficulty setting, but it starts at around 60% and increases accordingly. The reward for collecting more spots than necessary — and, later on, all spots on a level — is entry into the end-of-level bonus game. This takes place inside a 7-Up bottle packed with collectable spots and extra time icons, the aim being to gather lives for the next few levels by grabbing all the spots. Reaching the higher icons means jumping on the cunningly arranged bubbles, boosting jumps just enough to reach the next — miss one, though, and it's back to the floor. Bubbles regenerate after a few seconds, giving as many tries as you can fit into the strict time limit to get to the top of the bottle. Make it and a letter from the word ▶



The train level begins with a speeding locomotive and ends with precise platform-hopping.

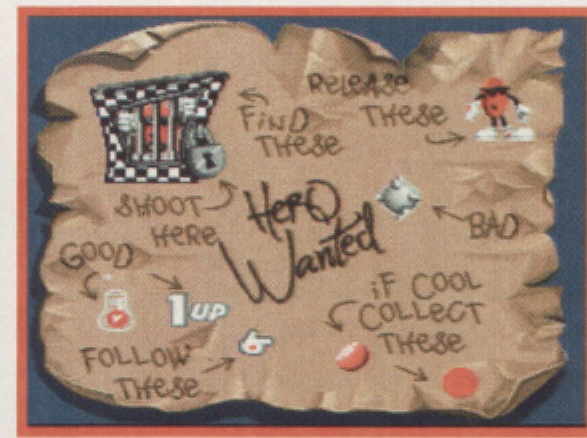


Spot jumps out from behind a post in level two, Pier Pressure. What he lacks in dimensions, Spot makes up for with puns!

Spot

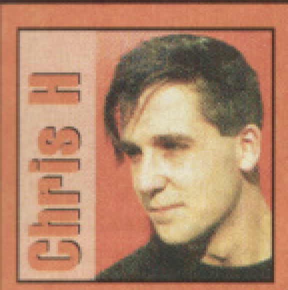


Between-levels your cool percentage is counted. It takes 100% cool to reach the top.



All the game's rules are explained in this crumpled up piece of paper.

'The coolest character yet'



Every so often, a game arrives begging to be saturated in corny title-related phrases and I'm sad enough to use them, so just to get them out of my system — you'll be seeing spots, it knocks the spots off everything else, spot the difference, Spot the dog — that's better.

Platforms, be they on train stations or the feet of models look a trifle... er... look a trifle compared to the glossy platforms of *Cool Spot*. Not that the backdrops draw your attention the most — Spot's animation is fantastic. He struts along, white trainers creasing with each hip 'n' happenin' step fitting to the '60s Beach Boys tunes, clicking his gloved fingers and lobbing out effervescent bubbles without a care in the world. It's like watching a polished cartoon — every level has something visually stunning, particularly the shading effect during stage three. As Spot walks, the surrounding area dimly lights up in a soft haze — the office was filled with 'oohs' and 'aahs' as if a fireworks display was in progress.

A jump and shoot routine *Cool Spot* may be, but there aren't many platform games with such a quirky character at the helm. Graphics aside, the gameplay is spot on too. Enemies are dotted around at just the right distance so Spot's death is due only on your bad techniques rather than a programming fault.

Put it this way, I've tried my utmost to find a glitch, a spanner in the works, but there's not a hint of anything remotely bad. Good, clean, wholesome fun.





Extra lives are often found by ignoring pointing gloves and heading in the opposite direction.



Can you spot our hero? He's on the third reel from the left flippin' over all those juicy bonuses.

RAD ROUTINES

Being such a quirky little fellow, Spot does all manner of things if left to his own devices...



Sand, sand, sand! It gets absolutely everywhere and Spot knows it, hankies to the fore!



Having learnt his Red Spot Code down to the tiniest detail, before jumping he looks up...



looks down, then leaps from the platform, being careful not to run in case he falls over.



Aah, when Spot were a lad they made their own entertainment, none of these fancy consoles...



Unruly little beggar gets really bored after a couple of minutes of inactivity and starts pulling faces.



When the timer runs out Spot vents his anger by smashing the alarm clock with a mallet.



If toppled from a high platform our circular friend executes amazing aerial tricks on the way.



Time for a break and a spot of light entertainment. You could say *Cool Spot*'s finger-clicking good!



God, rescuing your mates is just *so* tiring. Spot shows his drama queen tendencies and faints.



Drama Queen? Drama Babe From Hell more like. As soon as it's game over then out come the waterworks.

'Spot the difference...'



Many months ago I had to write a tips book, a volume of unprecedented usefulness to owners of the (cough!) MegaDrive. There was one game I played until I'd got enough words on it, but instead of reaching for the next in the pile I continued. Puzzled, I eventually came to the conclusion that it was bloody good and I was really enjoying this MD game. One personality crisis later I was overjoyed when this cart strutted into the office, a pixel-perfect conversion no less!

But no, oh no, Virgin have changed the graphics and altered the levels and the new SNES *Cool Spot* piddles on the MD version! The graphics are still fluidly animated, with a main sprite to die for, but now they're shaded more subtlely and have fewer blocky edges. The backgrounds are inobtrusive but fun, with tons more parallax and beautifully drawn still cartoons.

Worth the money for Spot's moves and quirky routines, this is a wonderful example of how platformers should be. The only errors I can see are the precision needed to jump certain platforms compared to the ease of the rest. Spot moves pretty fast, especially in the air, and on levels like the yellow submarine one and the train where you go high enough to scroll upward so the platform you're aiming for isn't visible for most of the leap, it's maddeningly tricky at times and laughably easy at others. A niggling complaint, but so many of these sections prevent *Cool Spot* from being an all-time classic.

But what the hell, it's got fun, great graphics and sounds that whup the MD's, what more do you usually want from your next platform purchase? I'll wager you'll be disappointed if it isn't this one!

85%

Virgin awaits, giving a continue. Starting with no continues, it's worth spending ages on the easy levels getting extra spots.

After every level performance is evaluated, and extra lives awarded for time left and spots collected.

...as ice

Gameplay switches from jumping various 'traditional' solid platforms to leaping between balloons and grabbing the string. You're also called upon to shin up and down ropes or wires, while blasting baddies with Spot's effervescent missiles and collecting little spots, then locating the cage at the end of the level. To aid your progress, some spots leave helping hands when collected. These little white gloves point in the direction of the cage. Don't always trust them, though, as going the other way often reveals hidden or obscurely-placed sections containing bonus spots or time icons. Energy is replenished by collecting fast-rising fizzy potion bottles left by some enemies when shot. The effectiveness of these potions depends on the difficulty setting.

Spot's 250 fluid animations ensure his place as the slickest, grooviest character of the moment. Are you up for the fizziest adventure ever? Put on your shades, trainers, gloves and paint your face red — it's gonna be a bubbly ordeal for the crimson crusader...



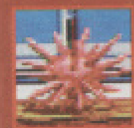


Above: the intro sequence shows Spot bottle surfing.

Left: one of the trickier sections. Leap and grab the balloons.

THE BAD BOYS

***Cool Spot* features some of the most imaginative and colourful villains around...**


The evil spiked ball, lurker of the little platform.

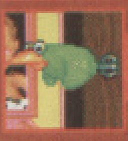

We all know wasps are scum, but how many lob fireballs?


This creepy crab pinches more than an inch.


The crawling worms hang out on ropes — a real pain.


Shoot the clam in the mouth and dodge the pearls.


These cowboys appear on the toy cupboard levels.


Flying birds can cause Spot a nasty headache.


The cunning spiders lie in wait in mouseholes.

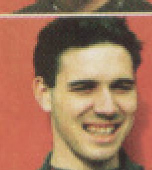

These pencil-tops spread their arms for attack range.


The gnashing teeth look mean but are very slow.

Final analysis


"A great game offering many hours of fun-packed gameplay. Graphics and sound are top notch."


"Zest, bubbles, fizz and one amazing central character. Now someone get me a drink."


"Easily the coolest character for months and the grooviest platformer for... ooh, ages."

Final day score

Will — Level 9





Whoever would have thought *Super Mario World* would be seriously challenged? *Cool Spot*'s an amazing game which does just that.

Sound

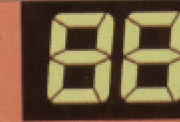

Groovy rock 'n' roll tunes with a sixties swing and bubbly effects to match the fizzy drink theme.

Graphics


Some of the best animation ever seen, especially of Spot himself. Backgrounds are just as impressive.

Playability


Every level offers something graphically new as well as a fresh challenge.

Lastability


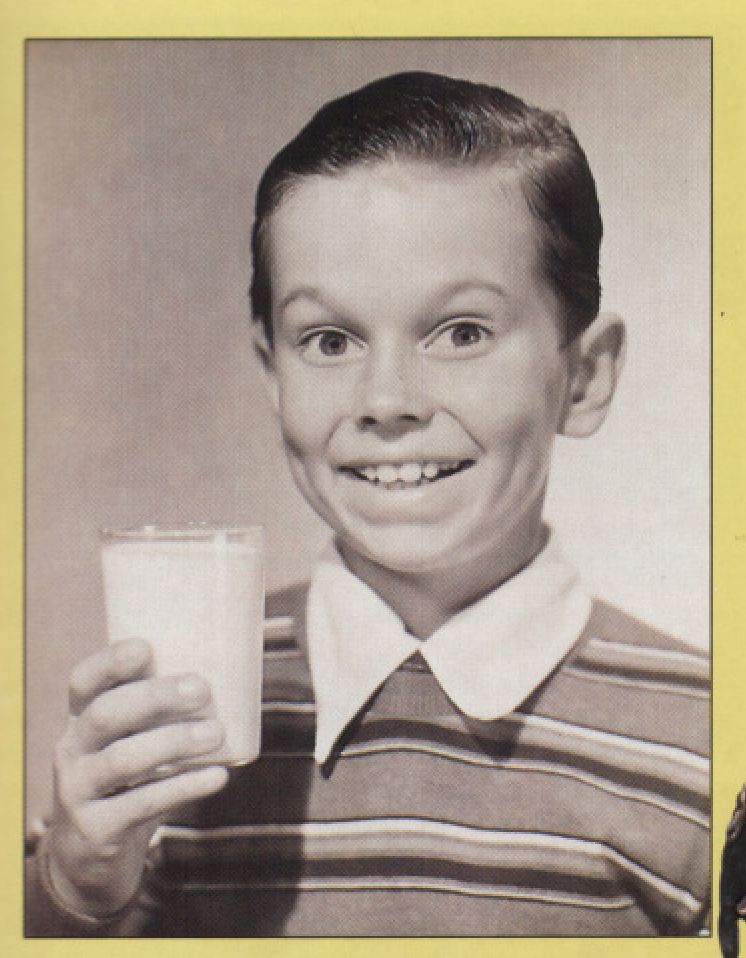
Chock-a-block with sprites, levels and secret surprises you'll come back even if you complete it.

Force factor

When amazing graphics are coupled with flawless gameplay you've got a platform game to be reckoned with.



NO MORE MR NICE GUY



It's time to earn respect.

To be a worthy Samurai you'll certainly need your mighty sword. But you'll also need wisdom to summon the Wizard Mage, and skill and power to scale the insurmountable walls and leap over pools of fire.

A mixture of aggression and wits will aid you in your quest to become the ultimate warrior.

And then they'll have to take you seriously.

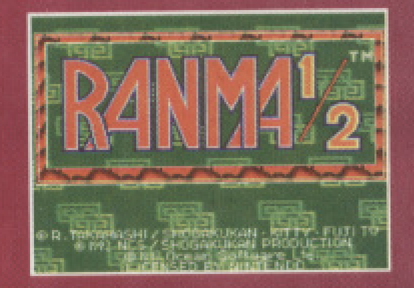
FIRST SAMURAI

武士道

KEMCO

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Beat-'em-up

Producer .... Ocean
Supplier .... Ocean

Price £49.99
Status .... Official UK release

Players 1-2
Lives .... N/A
Continues .... Infinite
Extras .... None

What the makers say...

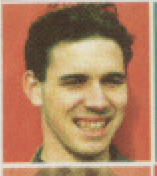
Holy hermaphrodites! *Ranma 1/2* is a beat-'em-up with a difference, with an unusual twist to a usually male-dominated arena. ■Ocean

Controls



	Normal attack
	Jump
	Special attack
	Nothing
L	Block
R	Block

First impression



"Very cutesie beat-'em-up with good graphics, gameplay seems a bit lacking."



"Sensational Manga-style graphics with hilariously inane finishing prances."



"Looks great, plays a little stiffly, though. Great moves all round."

First day score

Will — Easy

FINISHED

Ranma

As Manga fever sweeps the country, a new kind of hero emerges from Japanese culture — Ranma, everybody's favourite boy/girl nextdoor.

Adolescence is difficult enough as it is but poor Ranma has an extra confusing problem. Not only is he sprouting hair in strange places but he changes into a girl on contact with water. This unusual trait is the result of an accident in which the androgynous lad nearly drowned.

It all started in an ancient martial arts training ground containing over 100 lakes. Training here stopped abruptly when students learned the lakes carried a curse — the evil rite transforms anyone coming into contact with the water into whatever form previously drowned in it.

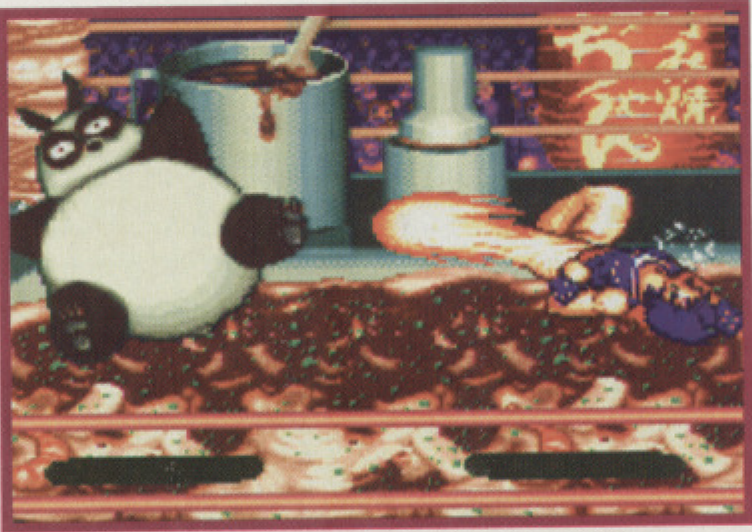
Young Ranma travels to the old training ground with his father, Genma, and falls into the water. One metamorphosis later and the dark-haired male is replaced by a red-haired girl.

Strange as it is, Ranma changes into a male with hot water but sparks off the curse again with cold water

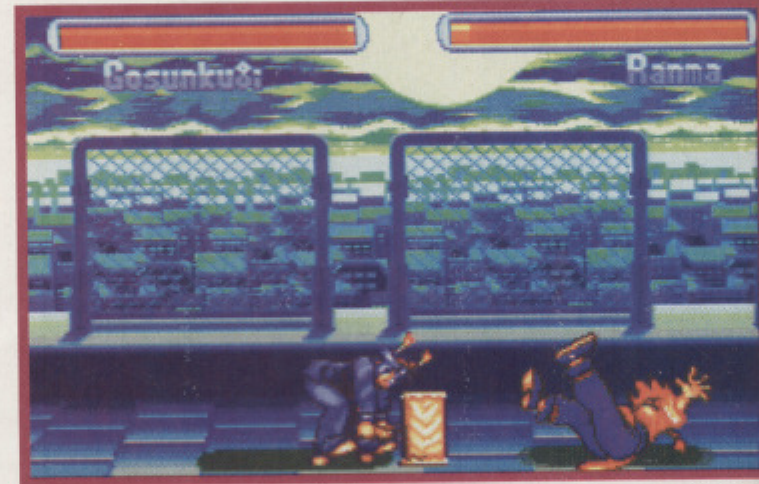
Strange as it is, Ranma changes into a male with hot water but sparks off the curse again with cold water (sending his chums into a frenzy during swimming lessons no doubt).

The big brawl

There's a new principal at Ranma's school but he's not your average head teacher. The mysterious Hawaiian is encouraging the students to partake in a martial arts tournament promising each competitor illustrious rewards should they win.



Ranma 1/2 combines traditional special moves of with incredible manga graphics and a wacky sense of humour.



Like the mighty Thor Gosunkugi packs a weighty mallet. You wouldn't think he'd have room in those trousers.

Faced with such an offer, Ranma enters after the principal agrees to fix his exam results. All that stands between him and a string of A-grades is ten competitors in the tournament (eight normal entrants and two big bosses). Any one of the ten participants (Ranma is counted as two separate people) can be assumed and taken into battle.

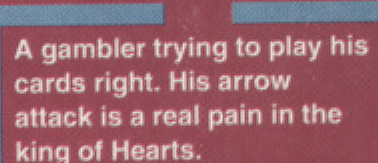
There's Ranma's dad, Genma who (of all things) is a panda. Sick of being taken for granted by the younger generation (including his son) the old bear decides (with encouragement from the twisted principal) to partake in the tough convention to teach juniors respect for their elders. Then there's Ryoga, an amnesia sufferer promised a cure by the head if he's victorious. King is a gambler who dreams of opening a casino. He's been encouraged to enter the tournament by promises of cash from the shady Hawaiian.

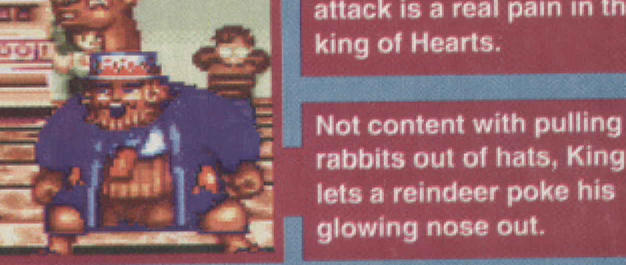
Bambou is a strong-willed, purple-haired babe out to prove she's stronger than any male, while Mathias ▶



King

A gambler trying to play his cards right. His arrow attack is a real pain in the king of Hearts.





Not content with pulling rabbits out of hats, King lets a reindeer poke his glowing nose out.

1/2

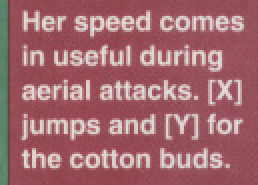



Adeline



She may be small but this lady's extremely agile. This is her version of Honda's 100 hand slap.

Oh come on! Everyone's seen this move in *SFII*! The Dragon Punch is still powerful though.

Bambou

Her speed comes in useful during aerial attacks. [X] jumps and [Y] for the cotton buds.

Double-handed attacks give her an excellent defence and good counter-attack.






Gosunkugi



The scientific kid possess some wacky moves including his 'swing a wooden bear' attack.

The mallet attack causes lots of damage and is a great move to counter the slower fighters.

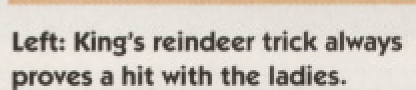


Frederic



This pretty girl is lethal with a spade. She has the longest reach in the game.

Fred can also throw magic dust sending opponents reeling in a blast.



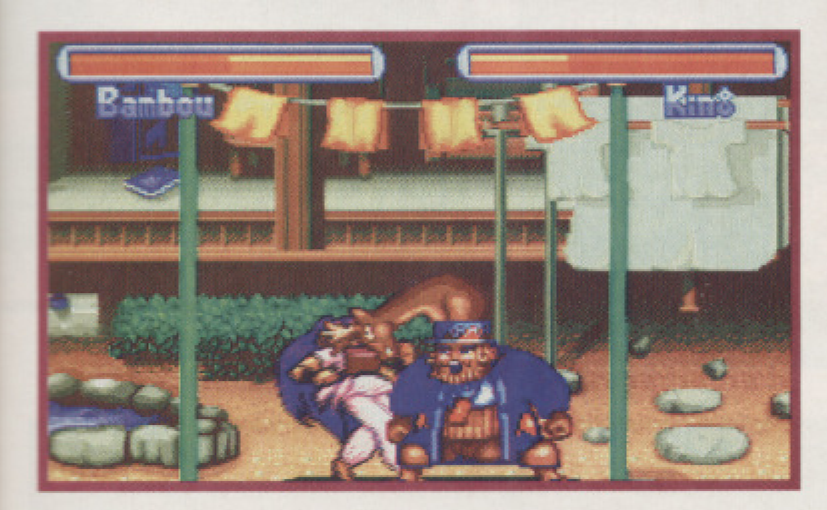


Genma



Genma makes up for his limited speed with his awesome power.

The game's best finishing move — Genma's ariel butt splash.

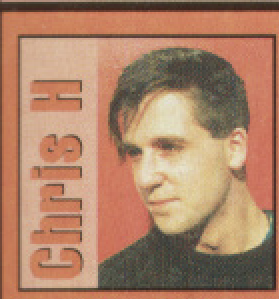


Left: King's reindeer trick always proves a hit with the ladies.

Right: Mathias' mace attack sends Ranma's female half reeling.



'Twister for the 90s'



The last time I saw anything involving sex-changing humans and animals was at a video party when I was sixteen. *Ranma 1/2* is a bit more tasteful and more interactive (with hindsight that's a godsend) and wang my wellingtons if it isn't great! The mind boggles at the characters and their manoeuvres (what twisted individual thought of the King's reindeer-out-of-the-hat technique?) and I couldn't play a single game without rolling around with laughter (okay, not literally rolling around — I'm just trying to create an atmosphere here). Compared to *Street Fighter II* it's pathetic but there again it's a totally different game style. Yes the objective is to beat somebody up but you can't take it as seriously as Capcom's king — laying into a Panda with a spade? I mean, come on!

What it boils down to is a game to make you favourite host at a party. Just imagine a load of merry people who laugh at the slightest thing — this is the perfect hors d'oeuvre!

Beautifully animated and with humour that goes beyond mad the only letdown is the insubstantial one-player mode — so very, very easy. On the other hand, the five vs. five option is a gift from the gods. Take the advice of a Hayward — buy a copy, get some mates (that's the hardest chore I find) hold a party and 'ave a laff.

84%



Just one of the totally loony finishing scenes. Here, Ryoga bawls while Mathias does a strange victory kitty dance.

is a mysterious magician looking for happiness through the fights. The participants look very sweet and innocent but Adeline is far from that. A judo practitioner, Adeline wants to put to rights the boys she's dated and the principal appears eerily eager to see the lads in question get beaten up.

The voice of science is represented by Gosunkugi, who's heed over heels in love… with Adeline. After the headmaster swears the way to her heart is to win the contest, Gosunkugi can do little but follow his eager loins into the tournament. Finally, there's Frederic. Determined to establish her own restaurant she makes a pact with the principal who offers to sponsor her cuisine palace if she, like the rest, competes.

Japan knees

If a fighter defeats the other eight people she/he/it goes forward to face Pantyhose, a dubiously-named martial arts expert with the bewildering gift of transforming into a winged boar.

Then there's the principal himself, who turns out to be quite the opposite from the caring head teacher he originally appears to be.

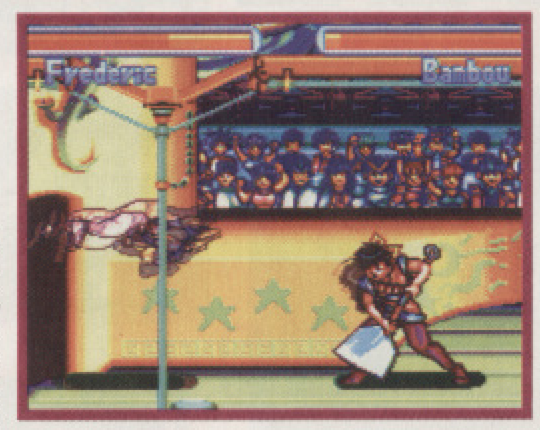
Each character has their own individual 'power moves' (accompanied by a loud Japanese cry) in addition to the normal punch and kick techniques and a unique victory dance or losing grimace at the end of the bout — one flops to the floor crying while another draws out a camera and takes his own photo.

Two players can go head-to-head using any fighter (including Pantyhose) in either the duel option or the multi-character slamfest where each player selects five fighters to slog it out through five bouts.

Ranma 1/2 is the UK version of the Japanese *Ranma 1/2 Part 2*, and is a massive hit in Japan boasting comics, animated series and a mass of merchandise. Can you cope with the split personalities left, right and centre? ■



Above: beaten again Ryoga bursts into tears, while Pantyhose celebrates.



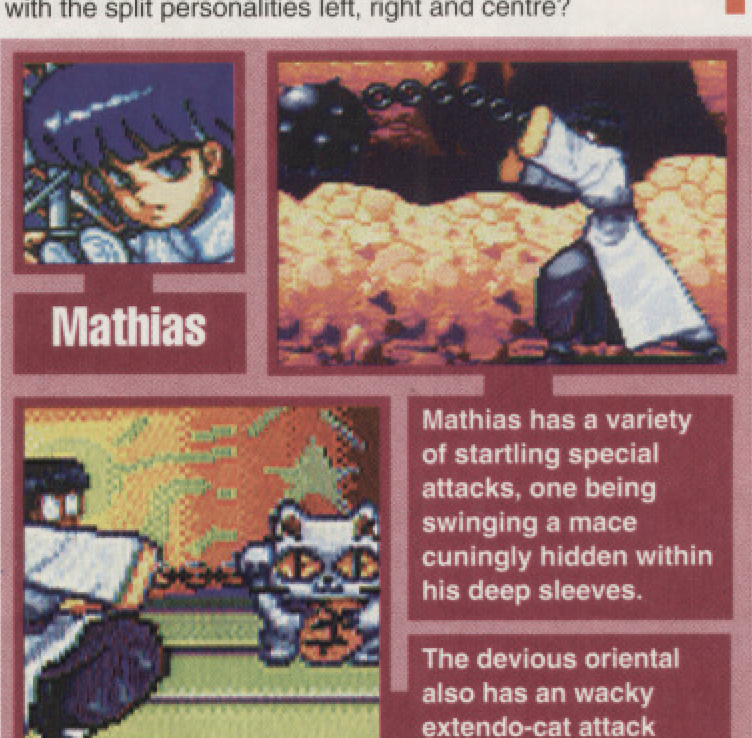
Right: urged on by the crowd, Freddy demonstrates her offensive superiority.



Above: Mathias desperately tries to avoid Pantyhose's razor-sharp talons and counters with a jumping kick.

Below: …and they say pigs can't fly. Pantyhose's alter ego quickly dispels this myth.



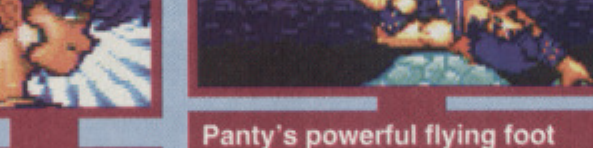


Mathias

Mathias has a variety of startling special attacks, one being swinging a mace cuningly hidden within his deep sleeves.

The devious oriental also has an wacky extendo-cat attack guaranteed to take opponents by surprise.





Pantyhose

Panty's powerful flying foot attack is a variation on Chun Li's fast feet.



Quicker than Zorro, Panty whips out a baton and delivers a fast thwack to whoever stands in his way.

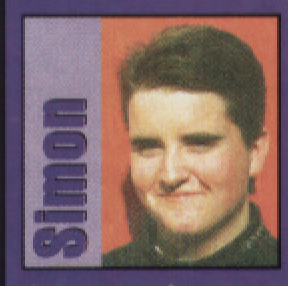


With a throw almost identical to Ryu's, Adeline shows her strength.



Ranma nails his female alter ego with a lightning punch attack. The best counter for this is a jumping kick.

'Streetfighter II gone soft'



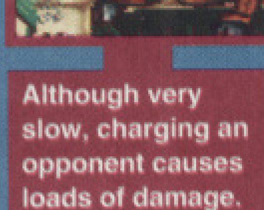
It appears one of the main reasons *Ranma* is getting an official release is to capitalise on the growing Manga craze.

Looking at *Ranma*, you're forgiven for thinking you're watching a Manga movie — the graphics are great. All the comic heroes and heroines are brought to life and the likeness is astounding! Animation is top notch, the characters move without a hint of slowdown or flicker, and it's easy to see where most of the memory's been used. Sound is very good, with excellent level variation, and there are a few examples of sampled speech lurking in there to boot.

In the presentation department *Ranma* also hits the mark, each character has their own array of special moves and attacks, and the excellent intermission screens break up the fighting.

Why, I hear you ask, hasn't *Ranma* got a 90%-plus mark? The problem lies in the gameplay — or lack of it! The whole game is very shallow and despite the range of moves available, only one or two are needed to complete it, discouraging any combination attacks that practise offers. It's possible to complete the game on your first sitting, and the saving grace is the excellent two-player mode. All-in-all, *Ranma 1/2* is a great looking game let down by a few gameplay flaws and an inadequate difficulty level. If you're a beat-'em-up fan looking for fun game with excellent graphics and already own *SFII Turbo*, you could do a lot worse than *Ranma 1/2*.

83%

Pantyhose 2

Pantyhose's alter-ego is a huge raging boar — with wings!

Although very slow, charging an opponent causes loads of damage.





Ranma Boy



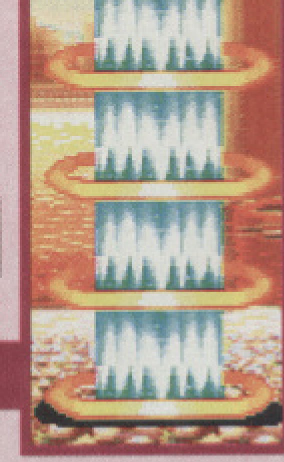
Ranma's fireball is perfect for blocking surprise incoming attacks. Use it regularly.

Surprise aggressive attackers with this cyclone move.





Ranma Girl



This impressive cyclone spin causes loads of damage.



This female fireball dazzles everyone in its path unlike the boy's flare which though, strong, remains stationary.



Above: The game's Goliaths battle it for top honours.



Right: each brawl takes place in a different scene.



Bosh! Even Genma's reinforced placard can't penetrate King's immovable shield.



Ryoga

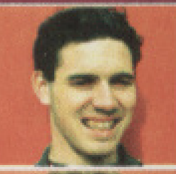


Not the most original of moves but this fireball is very effective.

With a loud Japanese incantation Ryoga sets the floor alight.



Final analysis



"Cosmetically a good game that's great fun to play, especially in two-player, can be frustrating."



"Not much of a challenge for solo players but endless hours of fun for two. Great graphics."

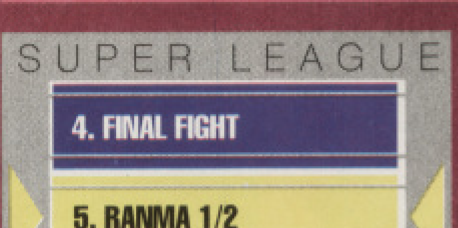


"Clumsy controls but a visual feast and an aural light snack. Definitely well worth a look."

Final day score

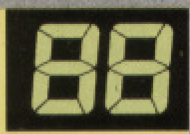
Chris H — Normal

FINISHED



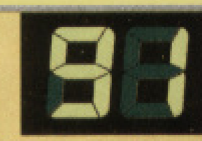
Ranma's official release replaces the import version at number five, still fending off tough competition from the caped crusader.

Sound



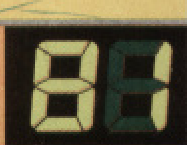
Wacky and varied tunes accompany each fight. Speech is sparse but excellent when it comes along.

Graphics



Very faithful to the Manga drawings that inspired it — colourful and well animated.

Playability



Each character has a wide selection of moves but sadly most of them are only for show.

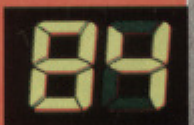
Lastability



Endless fun in two-player mode but too easy for experienced beat-'em-up fans.

Force factor

Visually gorgeous, sonically sumptious but in the end too darn easy. Still worth a look, though.





Platform

Producer....Sunsoft
Supplier....Marubeni

Price....£44.99
Status....UK Release

Players....1
Lives....3
Continues....3
Extras....None

What the makers say...

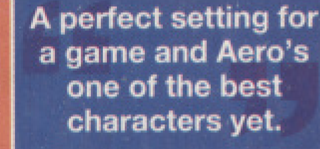
Unlike any game you've ever played. Thrills, chills and sometimes spills, so look out below — here comes Aero!
■ Sunsoft

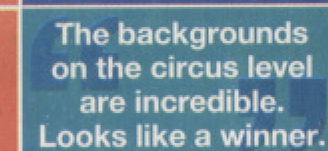
Controls

	Throw stars
	Jump/drill attack
	look around screen
	Hover
L	Nothing
R	Nothing

First impression


Looks great, cartoony sprites and backgrounds and cool tunes.


A perfect setting for a game and Aero's one of the best characters yet.


The backgrounds on the circus level are incredible. Looks like a winner.

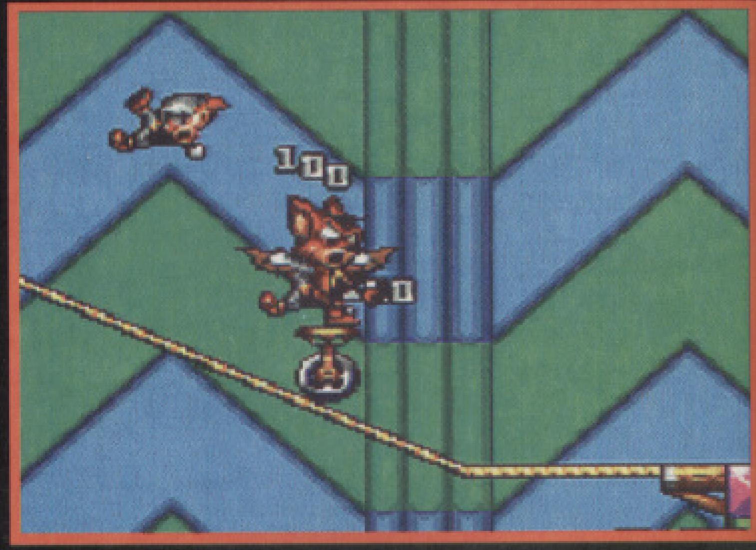
First day score

Jon — Level two

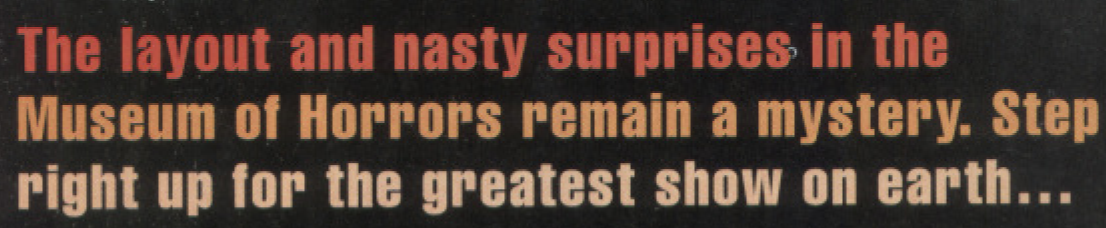
LEVEL 2

Aero the A

Hedgehogs, squirrels, plumbers — these days anyone can be a hero. But to save a circus needs a special saviour...


The early stages provide some invulnerable high-altitude thrills on the tightropes slung across the top of the marquee.

Oh, the bitter agony of failure. Drives men to despair, it does. Take Edgar Ektor for instance — once a happy-go-lucky clown with a travelling circus, until he lost the edge and the crowds decided it wasn't worth paying to see him. Distraught, his dreams shattered, poor Edgar couldn't take it and he snapped. Years later he's back, now a successful industrialist, backed by an army of fellow failed circus acts bent on stopping the show for everyone else. This troop of miserable misfits seize control of the World Of Amusement Circus And Funpark and sabotage the whole place.


The layout and nasty surprises in the Museum of Horrors remain a mystery. Step right up for the greatest show on earth...

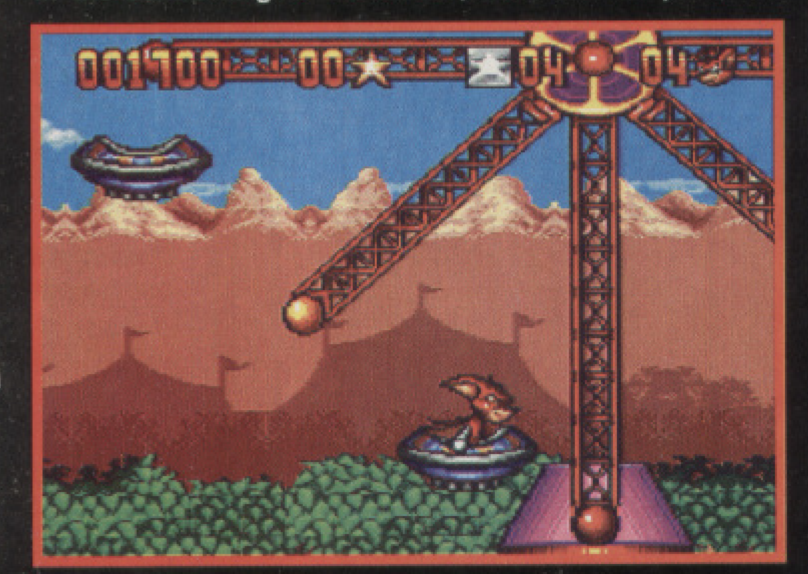
Who could be brave enough to take on this fiend and his hench-acts but the World Of Amusement's star attraction Aero The Acrobat? Zero The Acrobat might have been, if he wasn't so twisted by jealousy over Aero's success and hadn't joined Ektor for a chance of a pop at his hated rival.

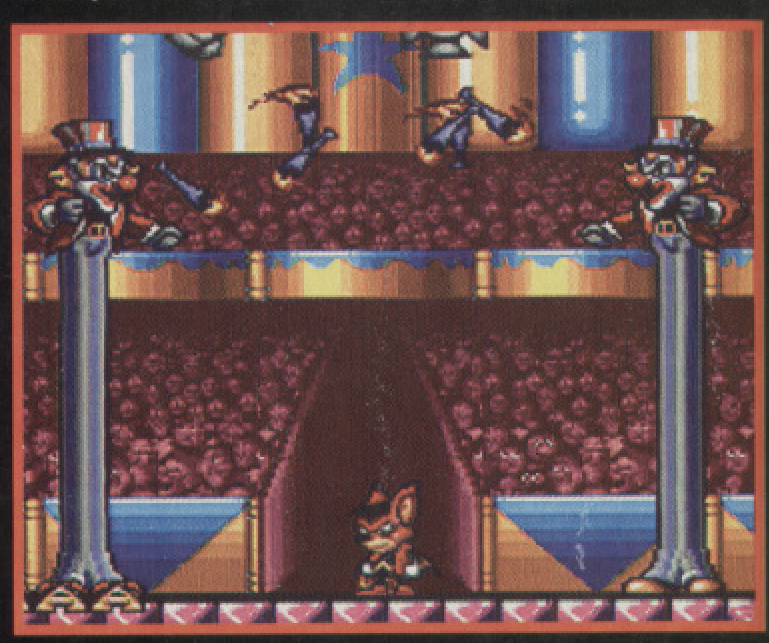
Less than Zero

Aero's task is to explore every last corner of the park by shooting himself from cannons, diving through hoops of fire, swan-diving into barrels of water, hanging by his claws from a runaway rollercoaster and bungee jumping down rocky canyons over white water. His quest begins in the centre ring of the circus, then the fun park, the woods and finally the Museum of Horrors.

Aero faces a total of 14 levels, two bosses and two bonus stages on his way to the showdown in the Museum, and who knows what terrors lurk inside? Each act (there are five and a boss in the Circus and Funpark levels and four in the Woods) has a different objective, ranging from the relatively easy 'jump on seven star platforms' to 'ride the Aero-Coaster' and 'jump through 25 flaming hoops.' Locating the Bonus Item, a 'B'-shaped icon, makes Aero eligible for the bonus acts on the first two levels where he can gain extra points.

Aero faces a malicious mass of twisted opposition, but he has attacks to match their every sick plot. He can cling to the high wire and tread a treacherous path high above the arena, hover for a couple of seconds by furiously flapping his little wings, look up or down and scroll the screen, throw collectable stars while stationary or jump and perform his patent drill attack in an upward or downward direction. Good thing too, as Ektor has a maladjusted multitude of revenge-thirsty ▶

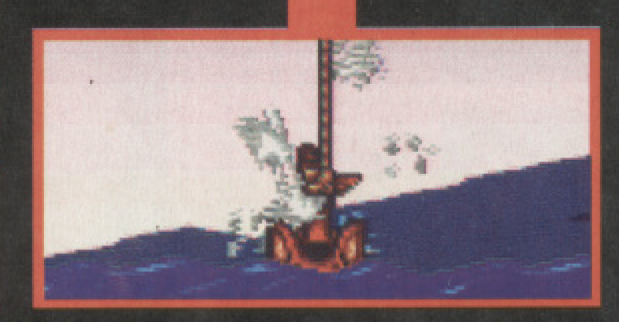

The Fun Park level has multiple rides and stunts to perform. Here Aero takes a trip in the ferris wheel.


The first boss, these double stilt clowns juggle flaming batons. The only way to stop them is knock off their legs,

cro-bat







The hilarious bungee section, where Aero drops toward the river past hazardous spiked platforms, takes a dip in the deep blue sea then bounces back skyward.

'Drove me acro-batty'



Aero, apart from a few minor gripes, one damn fine game. It kept me coming back again and again, even *after* I acknowledged its faults. The animation is superb, particularly Aero and his multitude of expressions, and the backgrounds are delightful — aaargh! I'm starting to sound like Enid Blyton! The sound is great, with lashings of whipped cream... help!... we'd never've caught that burglar without you kids. Here's ten shillings. Hooray! Now for a feast!

Seriously, *Aero* is a fine example of a quality platformer, full of character and surprises. The only minor faults I could find are the drill weapon, which is difficult to master and use without getting lamped, and the difficulty setting. It took us darn near two days to get off the second level! Then again, look at *Mr Nutz* — what's a game without a challenge?

If it's a cosmetically excellent, challenging, all-round fun platformer you're after, look no further — the hero of the future is here... and he's a bat.

85%

This Fun Park boss scrolls vertically, throwing punches all the while and crying deadly crocodile tears when drilled in the nose.



The hoops appear in the circus level and grant points for diving through them.



The rapid water slide section, which we've seen *somewhere* before...

BATTY BAD GUYS

Edgar Ektor has returned with a whole host of circus sidekicks, here are the main hench-acts...



This airborne jester comes as a surprise when the screen scrolls upward — he's a floating fiend.

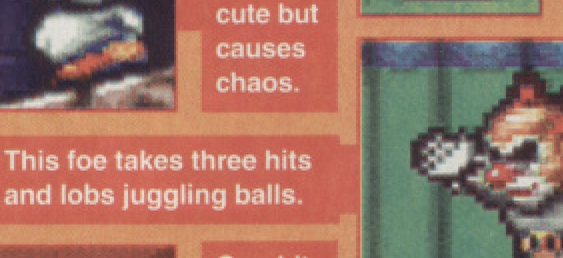


This elephant. upset at her lack of grace.



Fire-clowns hope to dampen Aero's spirits.

This chick looks cute but causes chaos.



This foe takes three hits and lobs juggling balls.

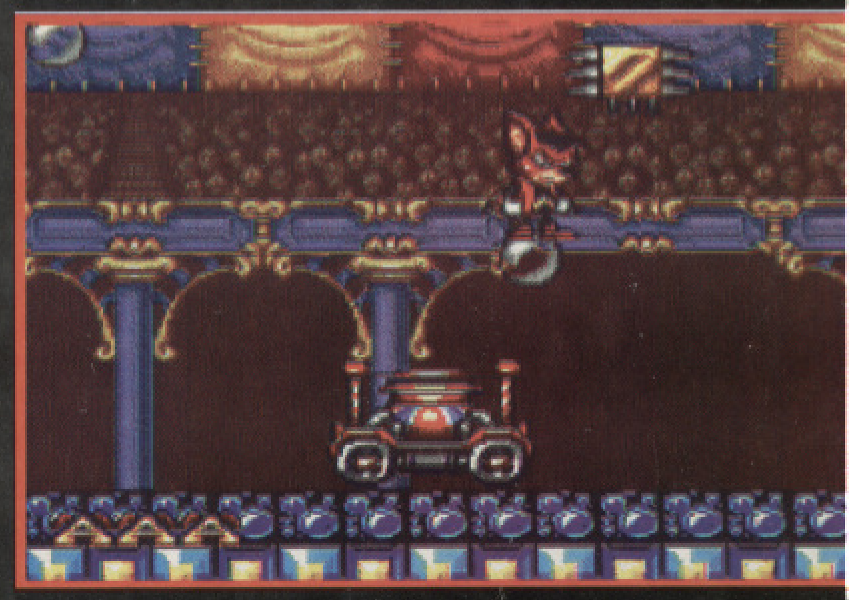


One-hit clowns are very easy to kill.

Drill this flying guy quickly.



The spinning clown haunts gaps and platforms.



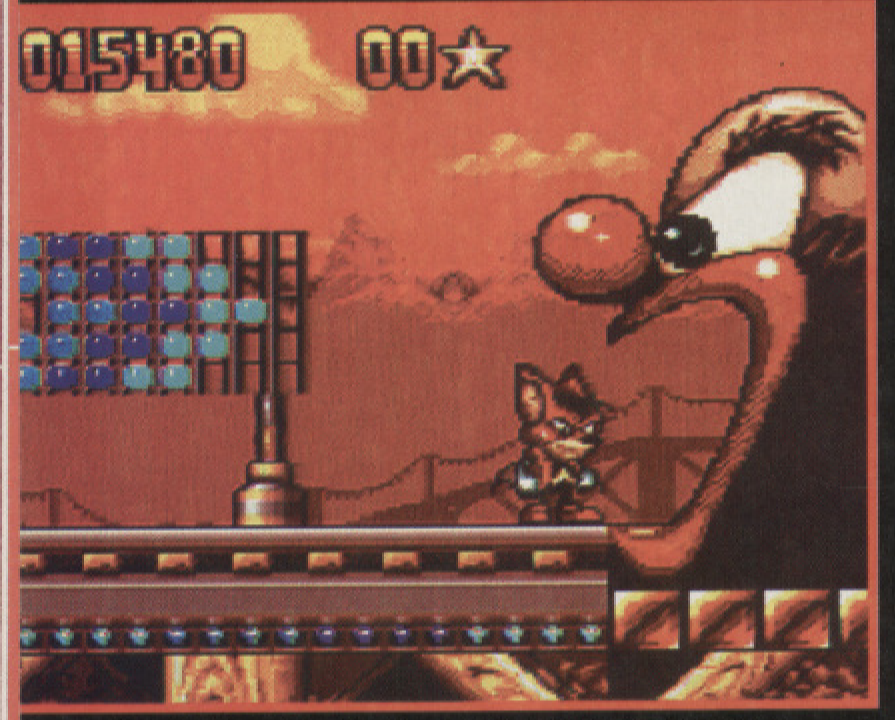
Bubble machines take you to higher ledges — why do you look so happy, Aero? 'I'm just a bubbly kind of guy.'

creatures on his side including spinning clowns, trapeze artists, evil jesters, ghosts, robots and Marvin the Magician, not to mention the fiendish Zero.

Aerobic antics

To aid his progress, Aero makes use of objects and circus props strewn around, such as cannons, helium balloons and bubble machines for reaching high platforms or hoops. The unicycle makes him invincible on the high wire, trampolines help to reach higher platforms and collectables, trapezes are for avoiding spike-laden floors and see-saws give that extra lift for those out-of-reach ledges. Extra points come in the shape of hoops to precisely dive through, various stunts like the 'dive into a barrel of water' and discarded circus snacks like lollipops, hot dogs, cupcakes, soda and cheese. Yes, cheese.

After twenty thousand points or a perfect round (all possible sancks collected), Aero is awarded an extra life. These can also be gained by hunting down Aero Head icons, one per extra life. This is what's known of the first three levels, but the layout and inevitably nasty surprises in the Museum of Horrors remain a mystery. Step right up for the greatest show on earth...



Dare he brave the thrills and spills of the rampant roller-coaster ride? Aero feels queasy looking at the entrance.

FLIPPIN' ICONS

Pick-ups abound in Aero's world, from the obligatory lives to discarded snacks...



These bountiful bonuses add one energy point up to six.



The1-up icon, a cute little Aero head found on high platforms.



Time limits are a problem if you're looking for bonus icons.



Essential at any circus and free. These give extra points.



When falling, parasols slow your descent considerably.

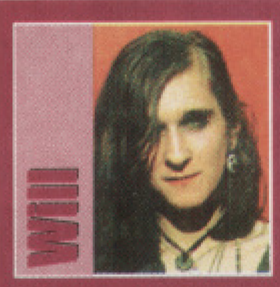


Stars are great ammo against multiple-hit enemies.



Grab the super wings and reach new heights.

'Batty control method'



There aren't many things more irritating than knowing you *can* do something, but not being able to do it. Somebody should have informed *Aero*'s programmers of this, because the game would have been a sure-fire smash if they'd known.

Sunsoft have opted for minimalist graphics, ie small, extremely detailed sprites and a matching colour scheme (a rarity in console carts), with an uncluttered screen but gorgeous, shaded parallax backdrops. The animation is faultless, as Aero wobbles and teeters through various acts and routines and the supporting cast follow suit, with mean expressions on grease-painted faces. Attention is paid to every last detail right down to separate animation sequences for different tricks, such as the swan dive into a pool of water and Aero gritting his teeth as the bungee rope pulls him up — no expense spared in the graphics marquee.

Turn up the volume and treat yourself to cutesy tunes rivalled only in their kitsch vomit factor by *Robocod.* After playing with the sound on for a quarter of an hour, *Aero* gently grates the nerve endings. After playing it with the sound mercifully quiet for half an hour, that's when the little bugger throws away the grater and takes a chainsaw to 'em.

Frustrating isn't the word. Time after time I triggered a restart point and met a three-hit clown who sometimes blocks when you dive bomb (not that you can tell if they have or not). So you bounce off, they walk forward, you take a hit, dive bomb, bounce off... you die, you scream. That's just one example of the disfunctional drill attack, others abound.

The game is huge and I really enjoyed playing *Aero* up until a certain point, when I snapped and the challenge became tedious and irritating. Still, many have more patience than I...

70%

Final analysis



Aero certainly has the looks, but the high frustration level reduces playability and lastability.



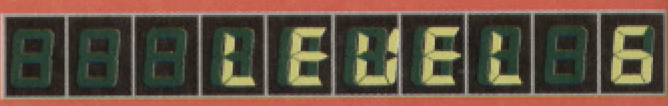
Everything goes so well until you realise how infuriatingly hard it is. I like bats too — sigh.

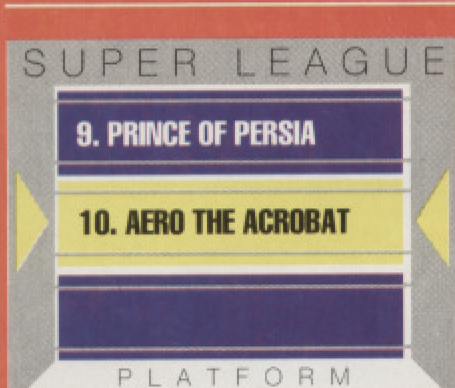


Winner of 'Most Irritating And Frustrating Gameplay' in the next Reader Awards, maybe!

Final day score

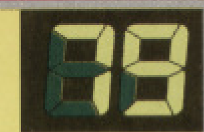
Jon — Level six





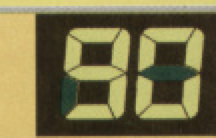
The platform chart is where to find the best of the best and *Aero* joins the crop knocking *Out to Lunch* from a respectable tenth spot.

Sound



Some lovely effects, but the catchy, cutesy tune grates after a while.

Graphics



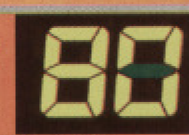
A joy to watch — the Aero sprite is superb, and the backgrounds are stunning.

Playability



Infuriatingly addictive, but the control method requires a lot of patience.

Lastability

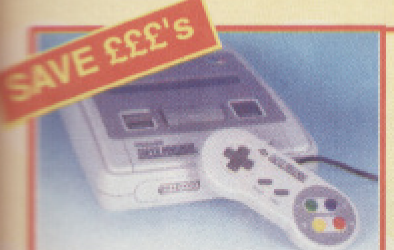


Loads of hidden rooms and platforms make this a lasting challenge to even the most hardened gamer.

Force factor

One of the best but most infuriating platformers of the year. Well worth a look.





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Sports

Producer............Hudson Soft
Supplier............Hudson Soft

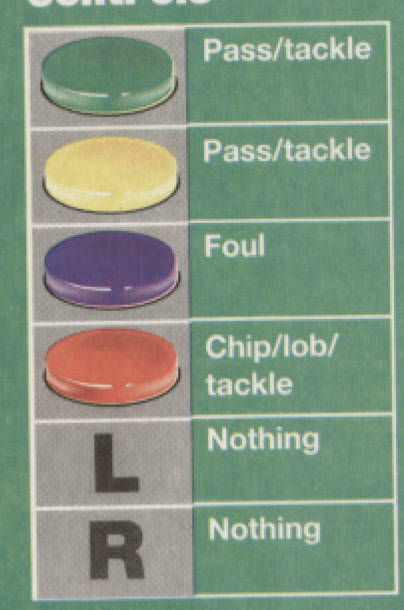
Price............TBA
Status........Official UK release

Players............1-2
Lives............N/A
Continues............N/A
Extras............Save option

What the makers say...

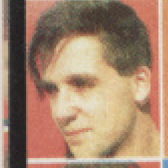
Amazing graphics, great playability and three different views — *Virtual Soccer* is the premier football game and a must for all sports fans.
■ Hudson Soft

Controls



Green	Pass/tackle
Yellow	Pass/tackle
Blue	Foul
Red	Chip/lob/tackle
L	Nothing
R	Nothing

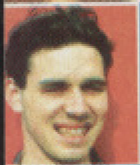
First impression



"Multiple viewpoints can't save this — poor gameplay sees to that."



"Diagonal perspectives and sports games definitely don't gel."



"With graphics like that if the game's any good I can't see anyone beating this."

First day score

Simon Continental Cup

6-2

Virtual

Mud, studs, shoulder barges, late tackles and the roar of the crowd — if it's fame, fortune and football you're after, look no further...

Fancy yourself as an international soccer star? Fame, fortune, communal showers, weighty shin-pads and glittering trophies for your mantelpiece? In traditional style, Hudson Soft's latest offering isn't just a case of lacing up some boots and charging at goal — there's a wealth of options to choose from.

Before any ball-bashing commences, select one of the 24 teams available (or one of your own eight custom teams) to lead to victory. Squads are made up of 16 players, each with five footy skills — attack and defence ability, kick power, resilience to injury and speed (displayed as status panels in the formation selection). The players' abilities can be monitored before and during matches, so substitutions can be made if necessary.

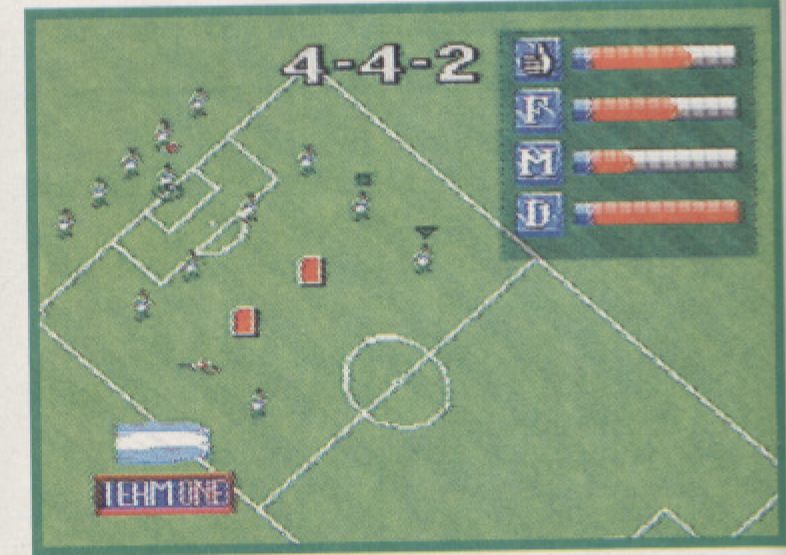
There's plenty of crowd noise to egg the teams on — chanting, drum beating, applause, deflated gasps.

Because squads consist of players with individual skills, the computer controlled teams each respond differently. Some prefer to pass while others opt to boot the ball downfield and hope for the best (should go down a treat with Wimbledon fans). After deciding on the formation and line-up it's onto the stunning pitch selection. Matches ▶



The formation selection is crucial in a close game. Here Denmark adopt the classic 3-2-5 tactic.

The team analysis screen tells you everything you need to know about the game — except why you lost!



Uruguay go for the 4-4-2 providing them with a strong midfield and defence, but leaving only two forwards.

PERFECT PITCH

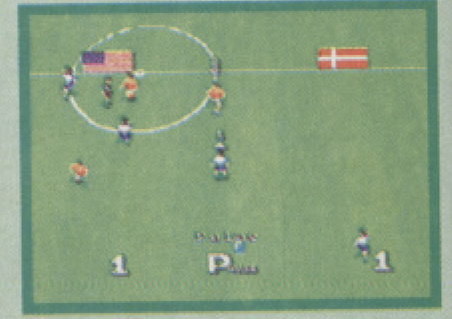
The three field perpectives offer a choice of styles...



Top view: great for creative passing players with vision.



Side view: ideal for a long-ball game — passing is not so easy.



Flat View: looks good but following play becomes difficult.

Soccer





The penalty shot is one of the matches' most tense moments. stop the needle in the centre of the bar.

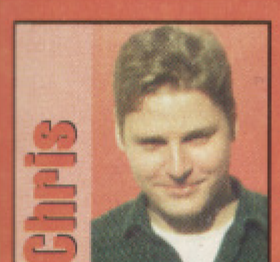


The more to the left you stop it the more to the left the shot goes. Timing is all important.



He shoots, he scores! The cup goes to Brazil and while the keeper lies forlornly, the victor celebrates.

'Arcade quality graphics'



It's pretty rare that Simon and I don't see eye to eye on games ratings but this time I've got to put the young pretender in his place. True, the glue-foot control is a little tough to get to grips with — especially when you've been raised on *Sensible Soccer* — but stick game mode on fast and you've got an impressive arcade-style football sim in the mould of *Techmo World Cup* and *Hat Trick Hero*.

Graphics are excellent. Visually this is the best soccer sim on the SNES with detailed sprites and excellent animation. The masses of options offer a variety of gamestyles including cups, leagues and the stunning penalty shootout. Sound, usually the bane of sports games, is surprisingly vivid with packed partisan crowds creating a real carnival atmosphere.

The five referees with their different interpretations of FIFA's hallowed rules allow scope for plenty of shoulder barges and late tackles — make sure the fascist ref with the 'tache doesn't spot you or it could be an early bath.

Ironically, the main problem is the three different game views. While this adds variety to play, surely it would have made more sense if the programmers decided on one view and used the saved memory to improve playability. This is ultimately the downfall of *Virtual Soccer*. While it looks and sounds great enough to overawe casual soccer players and arcade junkies, control isn't crisp enough and there's not enough shot variety to recommend this to serious football freaks. This slight playability problem drags down an otherwise 90% game.

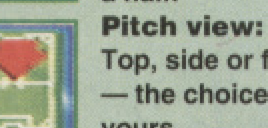
83%

CROWD CONTROL

The range of options is quite stunning allowing a variety of key changes to be made. These are...



Time limit: variable. Stick to five minutes a half.



Pitch view: Top, side or flat — the choice is yours.

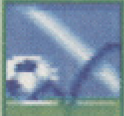


Game speed: beginners should start on the slow option.

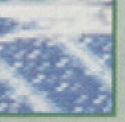


Overcast: causes moderate fatigue.

Medium ground: suited to the long ball game. best.



Wet surface: this is the easiest surface to play on.



Rain: the ball moves slowly due to the soggy pitch.

Wind: affects the ball's flight. High balls are blown off course.



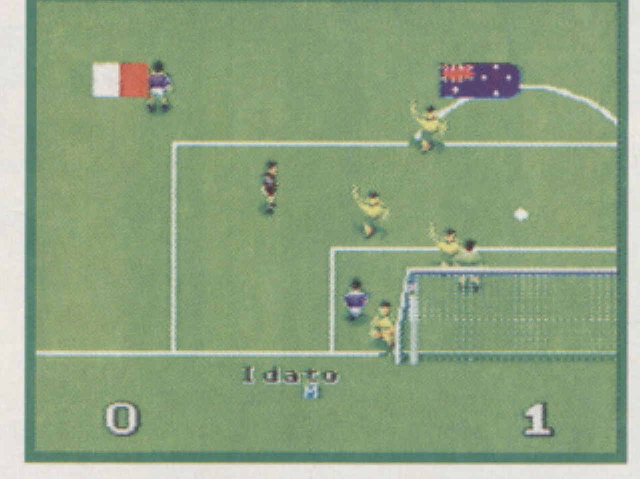
Hard ground: makes passing and one-touch play tough.



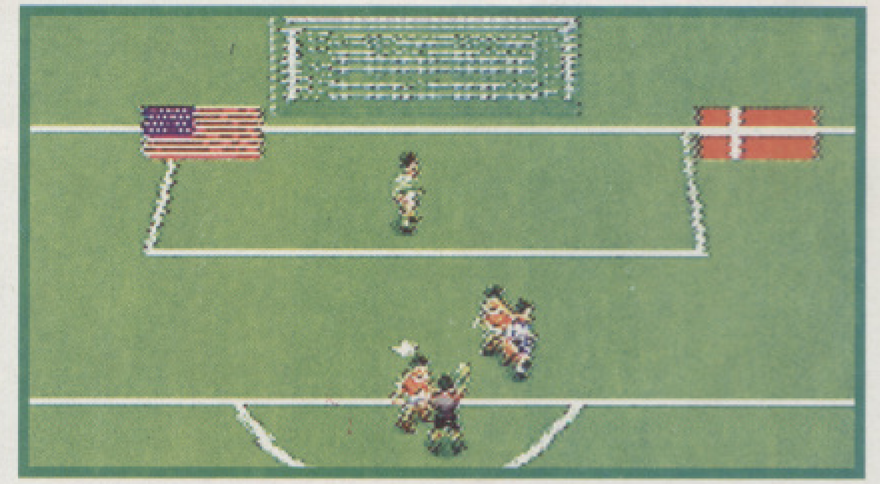
Sunshine: players get tired a lot faster than normal.



Watch out for the offside trap. Here Canada attempt to play out of defence.

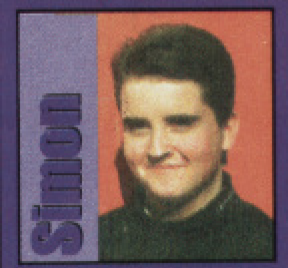


There's a scramble in the penalty area and the keeper is left floundering — a dead-cert goal!



The card comes out, the defender is booked for a cynical tackle on the attacking team's striker.

'A poor man's Sensible Soccer'



The first thing I noticed about *Virtual Soccer* is the wealth of options. Just about everything is variable, from the angle of view to the weather! The view of the pitch doesn't really affect the gameplay, and it's really down to personal taste which one you choose — I personally prefer the overhead view. The weather option is a nice idea and adds variation. A number of cup and league competitions are featured and I found the computer opponents quite tough. It offers the solo player a good long-term challenge, and because there are really poor teams — like England — to play against, you won't get bored with losing all the time. This also gives a chance to get used to the passing and shooting required to win at a higher level, though practice mode is available. Graphically, *Virtual Soccer* is nothing special, but then name a soccer game with earth-shattering graphics! Sound effects are quite poor and limited to the thud of the ball and the roar of the crowd when a shot hits the back of the net.

Virtual Soccer's lack of decent cosmetics could be forgiven if the gameplay was amazing but sadly it isn't. The goals are all the same 'diagonal shot' type and this doesn't do much for the playability — after all, variation makes a sports sim. If you're a soccer nut looking for a good footy game, then check out *Sensible Soccer* — it's far more playable and fun than *Virtual*.

75%

can be played with three different views: top, side-on and flat. Weather conditions alter players performances — hot sun tires the teams, while rain makes the pitch slippy and reduces the ball's bounce.

Field of dreams

Both human and computer players compete in a friendly match-up as well as the mini league consisting of 14 games or a four-round knockout tournament. Fast mode is an option best left to gamers with lightning fast reflexes — it's nearly twice as quick than the already frantic pace of normal mode.

During the match a wealth of skills are available, ranging from passes, hard kicks, lobs, throw-ins, corner kicks and three special techniques — diving headers toward goal, flying side volleys and overhead kicks. If the opposition are giving you a hard time there's always the reliable foul technique — floor quick-footed forwards with a sweep or injury-guaranteed shoulder barge. If tackled hard, players often need medical attention.

Enduring injury

At this point two physicians run on clutching a first aid kit or, in more serious instances, a stretcher to carry the injured off. The perpetrator doesn't always get away lightly — minor fouls often result in a yellow card while vicious take-downs end up with instant dismissal.

Fouls, throw-ins and any other match-affecting decisions come courtesy of the referee and there's five different types of these generally hated fellas. Short-sighted to short-tempered, refs turn the tables with a single command.

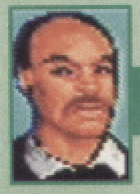
If a drawn match ends after extra time, it's straight into a penalty shoot-out for the decider. Using a behind-the-striker perspective and a power bar dictating the kick's strength, penalty kicks are the climax of any football match. To prepare for such a nerve-racking event, use the general practise option beforehand.

Football wouldn't be the same without supporters and there's plenty of crowd noise to egg the teams on — chanting, drum beating, applause, deflated gasps — just like the real thing. Well it is *virtual* after all.

WHO'S WHO

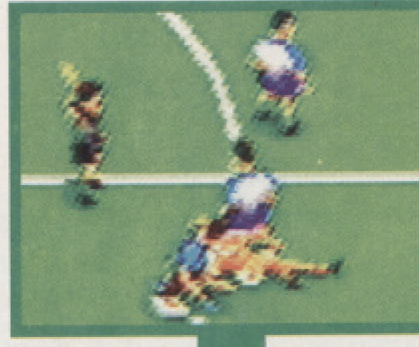
Each ref has their own distinctive personality...


This laid-back guy likes a free-flowing game so overlooks minor fouls.


This shifty looking character is keen disciplinarian so stick to the rules.


The traditional 'blind ref.' Fatty lets you get away with murder — literally.


Don't mess with this meat head or you'll get much more than a red card!

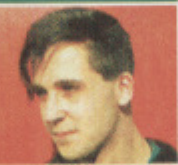




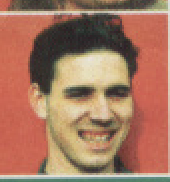


Left: bending the ball around the defensive wall is tough but sure produces some cracking goals. Right: bad tackles result in the offending player being booked. Two and they're off!

Final analysis


"The graphics look outdated and the gameplay is equally as bad, get *Sensible Soccer* instead."

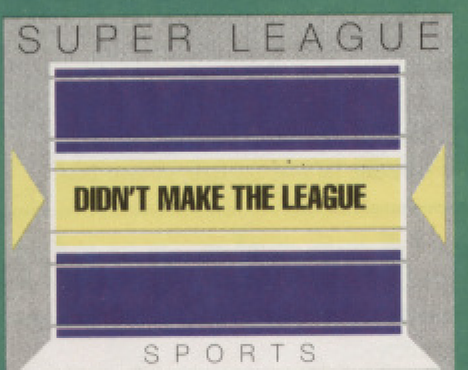

"Flashy Mode 7 graphics perhaps, but the awkward control method ruins the dazzling potential."


"Waste of space. Although presentation is great Probe should've left some memory for the gameplay."

Final day score

Simon — Won nations shield

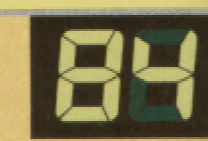




After the initial impression of the graphics and options wears off, there's simply not enough playability and lastability to earn a place in the league.

Sound


The cheering of the crowd and the thud of the ball do their jobs well but are nothing special.

Graphics


Three different viewpoints and each one looks good. Scrolling is smooth, sprites are well defined.

Playability


Passing is more a matter of luck than timing. Gameplay soon becomes frustrating and interest wanes.

Lastability

Multiple viewpoints and a tough difficulty curve add life, but unfortunately it gets boring too quickly.

Force factor

An above-average football game but the impending release of Sensible relegates it to the first division.





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Impact/Dec93



Shoot-'em-up

Producer........THQ
Supplier........THQ

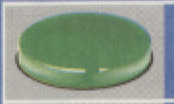
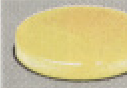
Price........£44.99
Status......*Official UK Release*

Players........2
Lives........3
Continues........3
Extras........*Password System*

What the makers say...

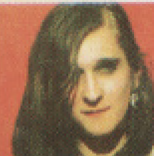
Carnage and Mayhem will stop at nothing to rescue the hostages, smash a cruel dictator and uphold the right for freedom and democracy.
■ T•HQ

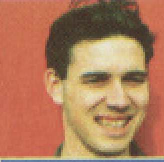
Controls

	Fire Left
	Fire Down
	Fire Up
	Fire Right
	Missile Attack
	Prime Time Bomb

First impression


Much tougher than *Smash TV*. Graphics are a little less polished also.


Can't fool me, this is just *Smash TV* without the arena. Cool power-ups.


Mental, blasting fun, with huge shooting areas and mega power-ups.

First day score

Chris R Level 3

185000

Total Ca

Two incredibly tough men, as much artillery as you can handle, a mutant army and a mad dictator — it all adds up to Total Carnage...

Veritable towers of taut muscle and coiled sinew, these meaner than mean GIs are America's finest, known as the top secret Doomsday Squad. Captain Carnage — built like King Kong on steroids, he's got 42 inch biceps, a 66 inch chest and very little brain. Trained for years in the most vicious combat techniques known, he still can't tie his own shoelaces. And Major Mayhem? He's about the same.

'General' Akhboob appeared from nowhere with a mutant army strong enough to conquer the world. Rising immediately to the position of Kookistan's sole dictator and military power, he set about taking the populace hostage with his inexhaustible supply of mutants and throwing his weight around the rest of the world — with an aim to global domination.

This pectoral-heavy pair are the only men capable of threatening the crazed General Akhboob's plans to rule the world, but they're going to need a little help on the tactical bits (thinking *and* shooting at once) which is gonna have to come from you.

Akhboob! Bless you.

Your mission, as the rock-hard GIs, is to infiltrate Akhboob's territory and waste all his bio-engineered bad guys before they blow you away. In order to accomplish this, you're authorised to use the 21st century's full arsenal of weaponry, which is found lying around after the dust has cleared from the carnage.

Your task has been broken down into three and a half separate legs — Alpha Mission, Baker Mission, CandlestickMaker Mission and a secret Fourth Mission. Locate Dog Tags for extra lives, activate temporal warps to take you back to where you left off, and ▶

The Doomsday Squad don't know the meaning of the word 'fear' — or 'emasculation' or 'forcible amputation'.

POWER CRAZY

The key to any decent shoot-'em-up is power-ups and *Total Carnage* has more than its fair share...

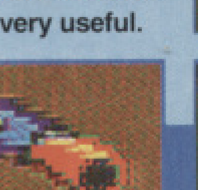
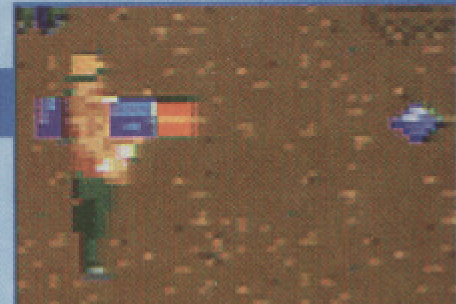

Standard machine gun: this beginners' weapon isn't very powerful but has unlimited bullets and fast firing.



Three-way shot: powerful and gives a great rangeand spread of fire.


Red flame thrower: weaker than the blue version but still very useful.


Blue flame thrower: the best weapon. Powerful but short-lived.



Missile launcher: less powerful than the rocket launcher but fires a lot faster.


Shield: extremely useful and getting you out of many tight situations.



Rocket launcher: the ultimate weapon for blasting big bosses.

rnage



The huge guys wielding flamethrowers are really tough to kill. Using a special weapon is essential.

THE WAR CABINET

Throughout the levels you're bombarded with special icons. Keep a look out for this lot...



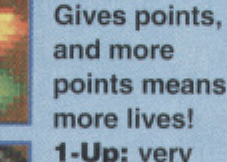
Detonator: touch them in time or lose a life when they explode.



Mines: found landscape. If trodden on kill instantly.

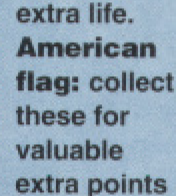


Time bombs: powerful but for a limited time only.



Jewel: Gives points, and more points means more lives!

1-Up: very useful! It gives a much-needed extra life.



American flag: collect these for valuable extra points



Time bomb: adds one extra time bomb to your supply.



Key: collect enough of these for a surprise later on!



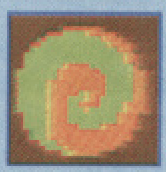
Map: gives an overview of the level and mission ahead.



Smart bomb: destroys everything on the screen.



Trainers: give your character a temporary speed boost.



Warp Zone: transports you to another area of the map.

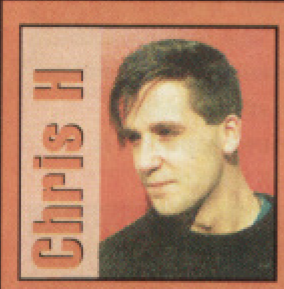


The hostages run through the bullets unharmed but still need to be saved. Rescue them for a bonus.



Success! The dictator's prize air force lies in a heap of burning metal on the runway.

'I'd buy this for a dollar'



Good grief! What an unpleasant game. Walking around brandishing a meaty gun and killing people? Bring on the humanitarian society, the Red Cross, Nigel Havers — what's the world coming to? Watching tanks tear up the countryside — where are all the squirrels and mini-beasts going to live, eh?

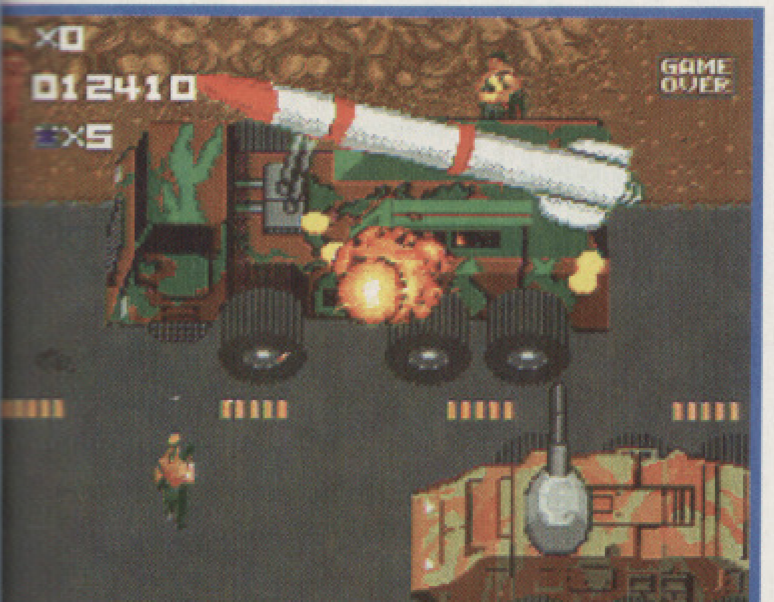
Sorry about that bit of preaching, it's just my mum always reads the first part of my comments and I'd hate to reveal my true violence-fuelled inner self. Frankly, *Total Carnage* is how games should be — mindless entertainment keeping you on the tips of your toes, the edge of you seat, on tenterhooks... sounds rather uncomfortable. After the hilarious intro (one heroic thug reeling off streams of bullets) it's straight into the mayhem where *Total Carnage* earns its name. It's sheer madness, with hordes of alien ruffians flooding in from all directions clenching some awesome armoury.

After playing for so long it's affected me with gung-ho speech syndrome — kick the mutha's ass, nail the son of a formidable gun — I'm delirious!

What cuts *Total Carnage* away from the market's umbilical cord is the neat touches (hard to notice during the lunacy but they're there), particularly the power-ups — some are often dud! What a great idea!

Its little brother *Smash TV* can pack its bullet-ridden bags because the real carnage has arrived and — still on my hero speech bicycle — it's a blinding paroxysm-inducing game of insane proportions. Thank-you.

86%





Above: tension mounts as the huge missile launchers roll past. Don't waste time — blast them!

Left: at the end of each level a glorious close-up appears of your muscle-bound hero.





Above: Let rip with the huge flamethrower, it does massive damage and looks well cool!!

Left:Things don't look good! You're under attack from the right, there are hostages to be saved!

'A worthy sequel'



Being one of the many people who enjoyed *Super Smash T.V.* on the SNES, I've really been looking forward to *Total Carnage* — but now it's here, I'm not so sure.

The graphics aren't as polished as the original. They're rather dull and basic, and this is surprising because the first games' sprites and backgrounds were well defined and the overall look was excellent. The action is slower, notably when you're running for a power-up — it's like walking through glue. The other niggle is the slowdown occuring when the screen is packed with enemies. Sound effects are very similar to the first game with the familiar 'I love it!' speech sample and new ones thrown in for good measure. The music is pretty good, but there isn't much chance to hear it because the death and destruction drowns it out.

Presentation is, if anything, more polished than *Smash*, with excellent inter-level screens featuring the mad General Akhboob hurling insults in some foreign language — this adds a cartoon feel to the proceedings.

One area that *Total Carnage* improves significantly over *Smash* is the difficulty level — it's a solid challenge. The difficulty curve is pitched so you get a little further every go, and keep coming back for more. If you're looking for a no-nonsense blaster which lets you switch your brain off, your auto-fire on and don't mind the relatively poor graphics, *Total Carnage* is the game for you.

80%

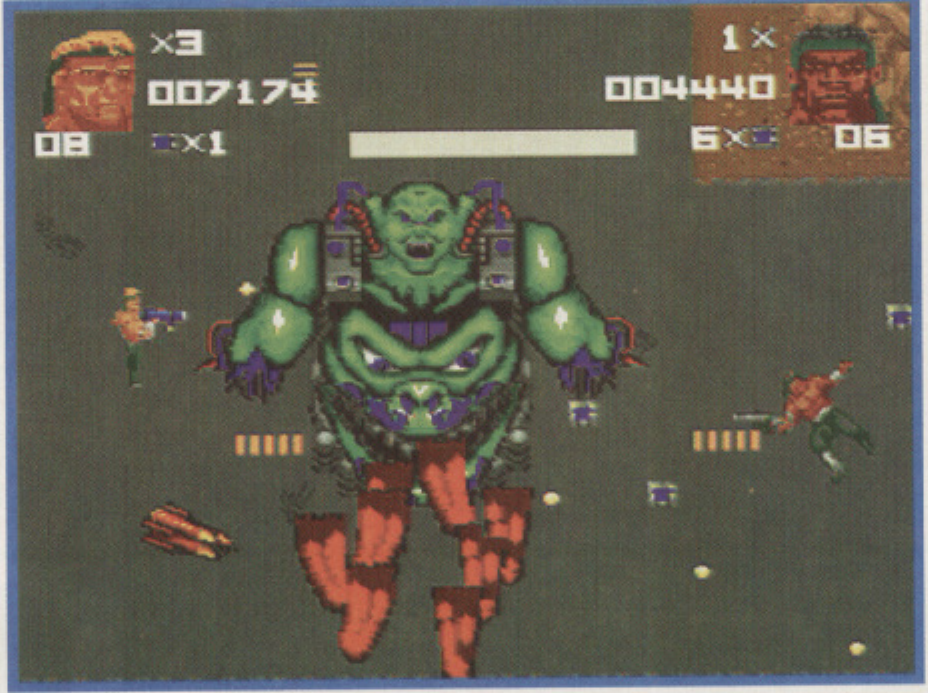
always consult the map at the beginning of each mission — it provides your location, mission details and handy tips.

Alpha Mission entails landing in Kookistan Bay and engaging ground troops and rescuing any hostages you may encounter. Surveillance sorties of the area indicate large numbers of mutant ground troops, gun nests and light attack vehicles, with unconfirmed reports of scattered toxic waste barrels and mutant demons forming from puddles of green nuclear bi-product, plus plenty of hostages, flags and gemstones for points bonuses. Before leaving, you must face the humongous mutant cyborg Orcus and his anti-hero tank.



This is a section of the intro sequence — a news reporter is about to get it in the neck.

Baker Mission has you traversing the main supply road toward Akhboob's air fields. Time bombs are the recommended weapon in this area. Trees give cover for yourself, hostages and collectibles, but keep an eye open for the flaming mutants manning Akhboob's air strike force. Destroy enemy aircraft by fighting off ground troops and laying a tracer beam, allowing allied air forces to locate and bomb it.



The level one boss. He's very tough and takes multiple hits — attack him from the side.

Delta skelter

More diverse, devious and downright deadly mutants are mobilised to stop you reaching Akhboob's stronghold in CandlestickMaker Mission. The bio-nuke facility is operating from a baby-milk factory, guarded by hordes of giant spiders and 'goo-spewing hueys' among others. Spy photos have discovered stockpiled conventional and neutron bombs so watch your ass. Nothing else is known of this maximum security fortress, only the twisted General knows what terrors and mutant abominations lie within. The Doomsday Squad don't know the meaning of the word 'fear'. Or 'emasculation' or 'forcible amputation'. The secret fourth task, code-named Delta Mission — well, it's a secret.

The usual procedure in assignments this dangerous is to advise extreme caution, but in this case special permission has been given for a complete disregard for your own safety. Get out there and shoot big guns! ■



The enemy are closing in and your weapon power-up is running out — blast, blast, blast!!

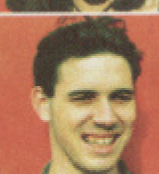
Final analysis



A good fun blaster to appeal to any shoot-'em-up fan. Slow for one but great fun in two-player mode!



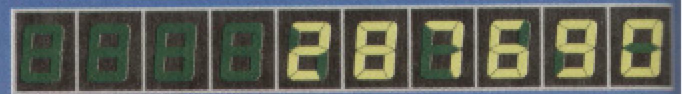
There's over the top and there's *Total Carnage*. If you like lots of action, this is for you.

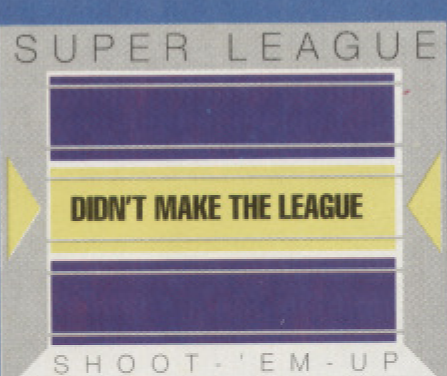


Yup, dead right. Good messy fun. Perhaps not the best looking game in the world but fun to play.

Final day score

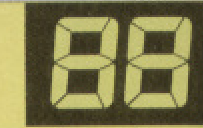
Simon — Level four





This competent, though slightly disappointing, sequel to the ever-popular *Smash TV* fails to make the grade in this very tough league.

Sound



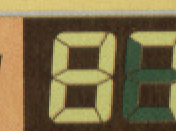
Gun blasts, explosions, grunts, groans and speech from the good, the bad and the dying.

Graphics



Sadly lacking any real style. Fortunately, the massive end guardians improve things.

Playability



Its simplicity lies in Total Carnage's favour. You know what you gotta do, it's just a matter of doing it.

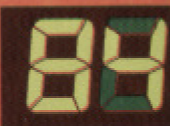
Lastability



So killing all and sundry can become repetitive, but not when it's so action packed as this.

Force factor

Very demanding on the thumbs but the enemy-laden screen begs to be cleared.



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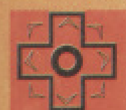
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Sports

Producer........Titus Software
Supplier........Titus Software

Price........£49.99
Status........UK Release

Players........2
Lives........1
Continues........0
Extras....Super Scope/mouse

What the makers say...

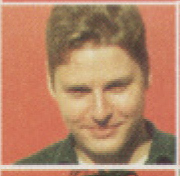
Sets new technical standards: hyper-realistic sound effects, varied environments and artificially intelligent competitors.
■Titus Software

Controls

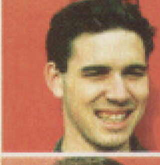


(green button)	Brake
(yellow button)	Accelerate
(purple button)	Nothing
(red button)	Boost
L	Gears Down
R	Gears Up

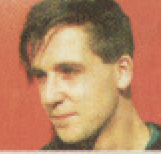
First impression



"The fast scrolling is marred by poor backgrounds and gameplay."



"Nice scrolling, dodgy gameplay. I'll reserve judgment on this one."



"I recognise this! It's *Crazy Cars 3* on the C64! Titus, what have you done?"

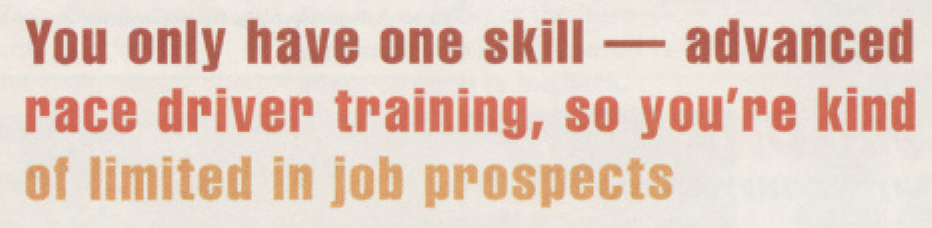
First day score

Chris H Division two

Lambor

Stumbling across the Saturday Night Races, short on cash, down on luck, you bet your life savings on a cross-country race. Well, what sane person walks away from easy money...?

So, there you are. Standing on the quayside having arrived in the land of opportunity itself, the United States of America. Finally here, the only thought is how to prove those wild claims to your mates and become the millionaire you promised you'd be. You're going to have to use life skills wherever possible. Problem is, you only have one skill — advanced race driver training, so job prospects are limited. As luck would have it, an old friend turns up and sells you his Lamborghini Diablo dirt cheap, leaving six thousand of your savings to play with.



You only have one skill — advanced race driver training, so you're kind of limited in job prospects

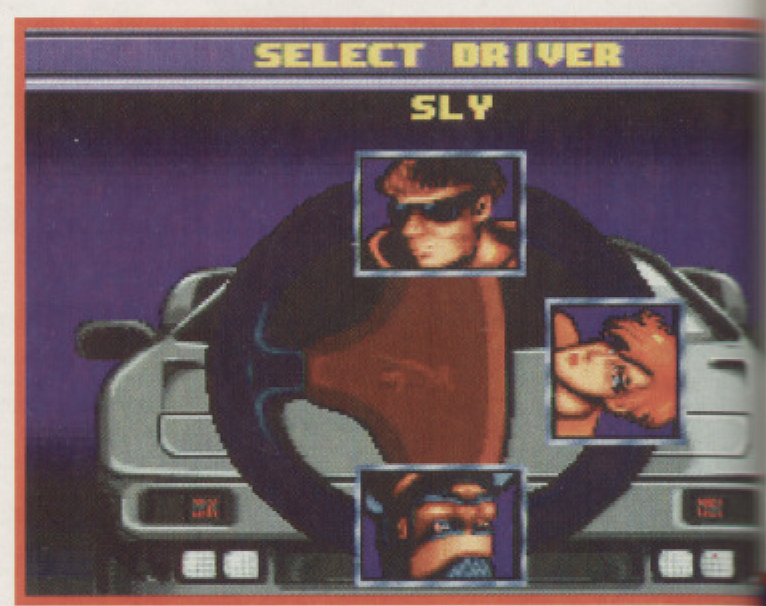
Saturday night fever

High-speed races take place all across the country, night and day, all weather, and there are always several available (marked as gold stars) on the options map. The other drivers are a reckless bunch of cusses and aren't bothered about road safety, so it's necessary to visit the garage between races.

Also present is a shop to buy soup-ups for your red-hot racer. Super tyres are available, giving improved roadholding, all-important in the later matches. Snow tyres are essential for northerly races, with spikes to really grip frozen surfaces.



In one of the earlier races player one is struggling to keep the lead, his main rival still close on his heels.



Sly, Joe... and Pam: the three Demon drivers you can race as. Their names strike fear into motorway cops everywhere.

Many races have police speed traps on the course, so radar detectors and jammers are essential for eluding the law. For extra control, super ABS brakes are the perfect purchase, and extra turbos provide the extra kick to clinch that evasive top spot. Infrared goggles increase night visibility, giving the wearer an extra edge in the race for victory. Top-speed boosters give a real kick, wings double turbo duration and, to separate the men from the boys, faster manual and automatic gearing systems are there for the taking.

If you've got any money left, gambling increases the prize money. One racer starts the betting and the other competitors get a turn to pile on more cash until they run out, the trick being to keep raising the stakes just enough to keep the others interested. Wack a couple of grand on straight away and everyone bows out.

Lamborghini's main attraction is its Super Scope compatibility. From the options screen there are three Super Scope games available. Manual driving in two-player team mode sees player one driving with the joypad in socket one and player two as the gunner with the Super Scope. The car follows the Super Scope sights in one-player ▶



The start of a city course, you're level with all rivals, but other cars hurtle past closely. Time for a nitro boost!

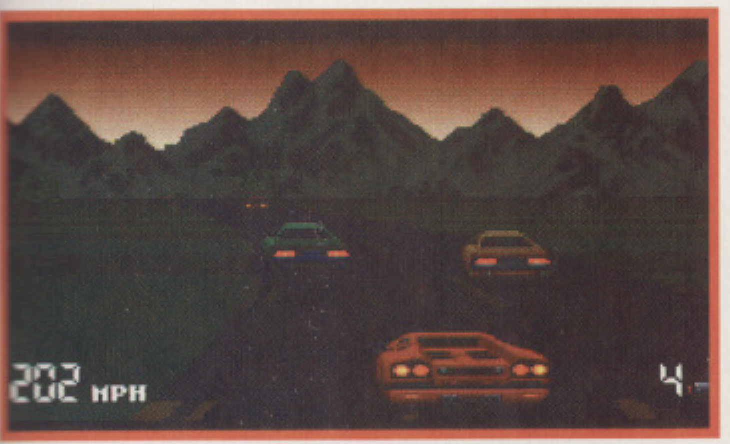
ghini
American Challenge



Player one takes gold, while second and third place fight over the spoils.



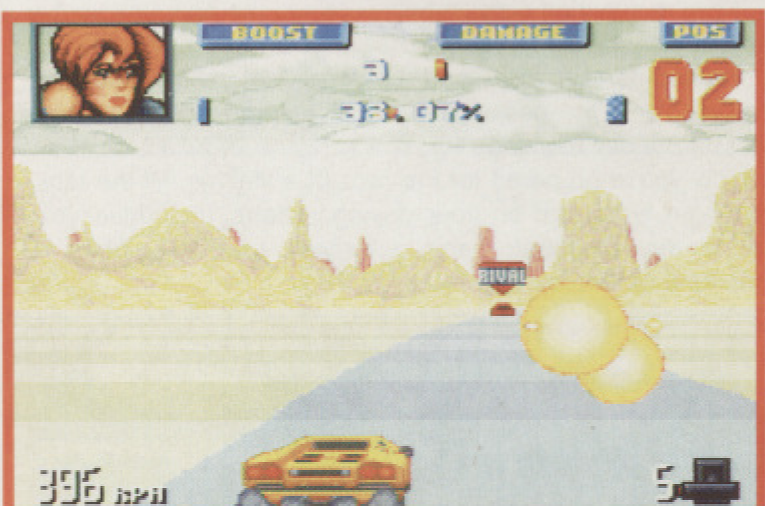
Right: the cops are tailing you! Best make a fast exit before they give chase.



The night races have less graphical distractions, but your only clue as to cornering is following the distant tail-lights.



'Are we nearly there yet?' chorus the kids as Dad curses quietly.



Pam moves from third to second via a direct hit from her gunner, with the leader already in sight and half a race to go.

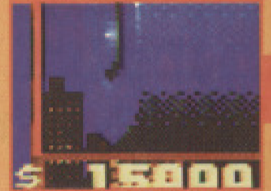
A place you'll come to recognise. The local garage fixes anything in seconds for a price.



A special announcement for Super Scope players. Police have warned of mutant oranges on Route 41.

CUSTOM PARTS

The shop is full of high-powered gadgets to give you the edge — if you've got enough cash...



Tyres: a brand new set of rubbers reduces squealing skids around corners and proves invaluable in wild and wet conditions.



Nitros: for serious amounts of cash you can leave the field trailing with replaceable turbo boost nitros. Buy these in the early rounds.



Manual Shift: the definitive gearbox for those clever folks who can drive with manual shift. It's cheaper to learn and gives more acceleration.



Distance-o-meter: this handy device upgrades your speedo to show how far you have left in each race. The cheapest item.

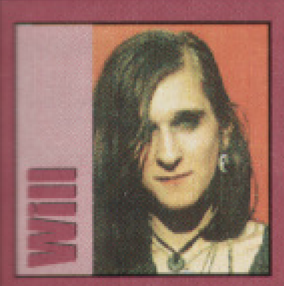


Automatic Shift: a speedier gearing system for racers who either can't be bothered or just plain can't use a manual stick shift.



Armour: if you think it'd pay off to spend less in the garage, body armour lessens damage from the numerous collisions.

'Derelicts with Diablos?'



Game storylines were believable once upon a time but things have got out of hand. I think we may have reached a pinnacle with *Lamborghini*. A supposedly realistic driving game, based on a passing tramp flogging you his high-powered sports car? What are the scenario designers on?

This makes no difference to the game, which is a rather strange affair suffering from sluggish controls. Okay, so at 300 Kph you couldn't weave in and out of traffic too easily in real life, but being able to turn the steering wheel through more than about 30 degrees would help. It's fast with nice graphics, but the racing-buying-then-racing-some-more gameplay has been overdone, spicing it up with a simple gambling feature adds interest that wanes after a couple of bets.

The Super Scope sections change the whole perspective considerably, providing a rather bland shoot-'em-up. The Scope races are so short there's no time to build team spirit with your mate doing the driving, but it's something to do when you're tired of dodging other cars.

Lamborghini American Challenge is immaculately presented, playable but nothing too new, and the Super Scope bits are fun in the short term, but the monotonous tunes did my head in. Altogether this makes for a varied cart which would've been excellent but for the unresponsive steering and lack of features in the blasting, it gives the impression the Super Scope was remembered last minute and hastily added for extra appeal.

69%

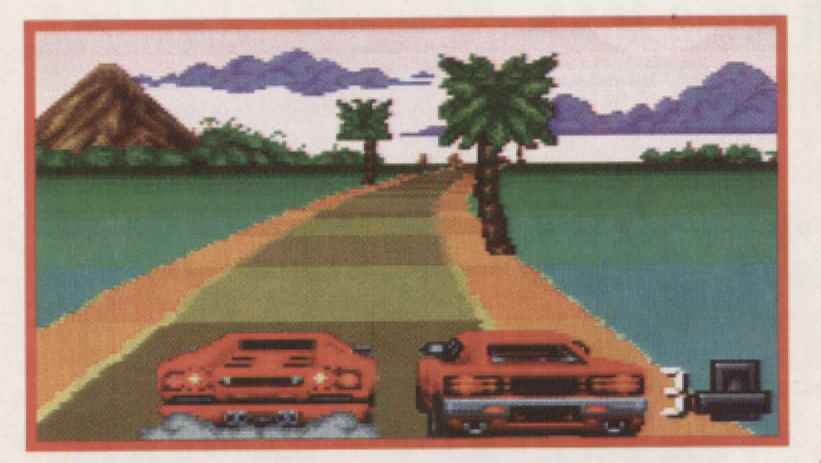
and the fire button accelerates, and finally one-player automatic, where the driving is computer controlled. Competing against 18 professional drivers in nine duels with just four turbo boosts, the object is to finish first and destroy your opponents.

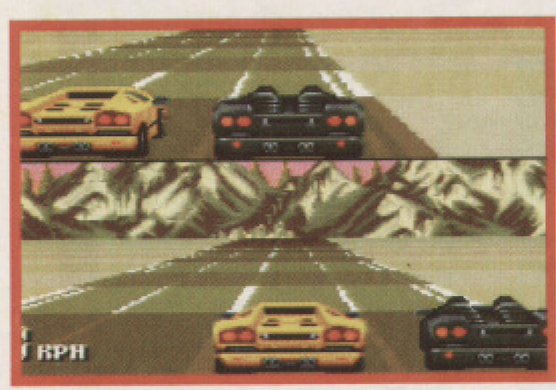
The need for speed

For those without the bazooka accessory, the Division races are against a selection of 18 other speed freaks and involve working through the easier courses until you've got enough money to upgrade your car and try the Division Race, where victory means promotion to the next of the three divisions. A league table with portraits of opponents is available, plus statistics tables for each race incorporating weather conditions, local driving talent, police activity, entry fee and prize money. However, the really big bucks are made gambling.

If you've reached division two, obtained the gear-box you've been saving for and you're up against an 'old acquaintance' from a couple of races ago when your Mum calls you for tea, don't worry — the password system lets you rejoin Saturday night on Sunday morning.

Now you're prepared for the race of a lifetime, fill the tank, check the tyres, put on your driving mittens, superglue your foot to the accelerator and get ready to burn rubber — remember, no mercy...





Above: if a civilian annoys you simply ram him off the road.

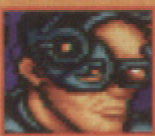
Left: two-player head-to-head mode and yellow Diablo vs. Batmobile.

SPEED FREAKS

The Saturday Night League is full of deadly riders. Watch out for...



Boston: This guy's novelty appearance only adds to his sinister image.



Denver: Kaled is a cyber-charged champion, with computer-enhanced reflexes.



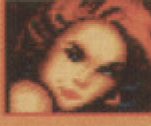
Des Moines: this Sumo fashion victim's called Otomo. Pacey despite his size.



Miami: Brett has a pierced right ear, a quiff and a top speed of 182Mph. Slo-o-ow down.



Nashville: from the home of Country comes Cooper, a guy with a top speed of 181 Mph.

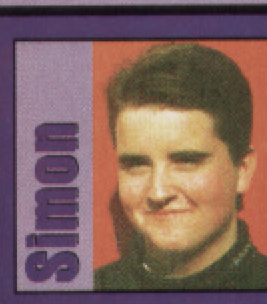


New York: the city of muggings and murders has Felicia, a babe with a flash top speed.



One good shot in the exhaust pipe dispatches any opponent.

'Nice idea, poor execution!'



Over the last few years I've spotted a definite trend with car games. They all seem to have a flashy company endorsing it. The *Lotus* series on the Amiga and *Jaguar XJ220* titles instantly spring to mind. Think of Lamborghini — sleek, fast, beautifully crafted pieces of machinery, the cream of the automobile industry. Now think *LAC* — a clumsy, lumbering racing game that essentially fails to deliver.

Graphically, *LAC* is nothing special. The scenery ranges from extremely outdated to laughably poor — despite numerous levels they all look the same! The city levels particularly highlight this problem. Rain and snow effects help break this up, but not to any great extent. Scrolling, on the other hand, is smooth and there's very little slowdown — unfortunately this doesn't hide the fact that the overall look of the driving section is below average. In the sound department things improve greatly. A good soundtrack accompanies the non-racing sections, helping get the adrenaline pumping but the engine effects are a letdown.

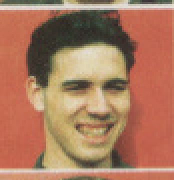
The main plus point *LAC* offers is the compatibility with the SNES Super Scope, though even with this option utilised gameplay is still a bit dull! The idea of one player driving while player two blasts the enemies off the road sounds good but doesn't quite come together. It's a case of blasting like mad and hoping for the best. Having said this, if you're really desperate for a new Super Scope game, *Lamborghini* certainly fits the bill. Personally, I'd strongly recommend trying before you buy!

71%

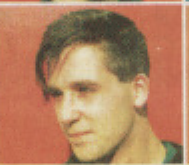
Final analysis



"Overall, *Lamborghini* is an average game and its only redeeming value is Super Scope compatibility."



"Only just above average. Considering the hype surrounding the game, this is a real disappointment."

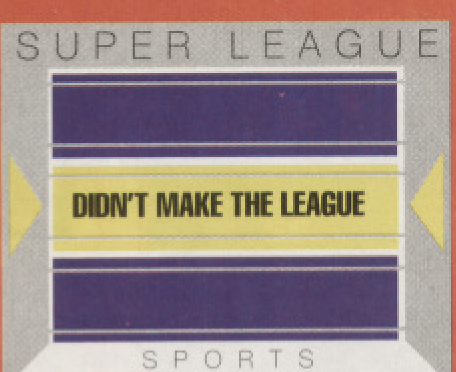


"The road is like an ice rink and the Super Scope sections are a waste of coding — forget it."

Final day score

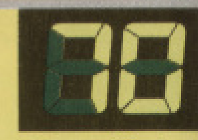
Chris H — completed on normal

FINISHED



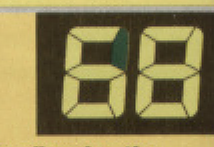
Despite a good sound-track and neat presentation, there's simply not enough depth in *LAC* to justify a Super League placing.

Sound



The between-screens soundtrack is pretty cool, but sound effects are very disappointing.

Graphics



Unoriginal scenery with still horizons disguise the fact that the scrolling is pretty groovy. Poor overall.

Playability



Frustrating at times and laughable at others, it's easy to pick up.

Lastability



Because the shooting sections are so hit-and-miss you're soon bored. Driving sections are just as bad.

Force factor

An ambitious title with plenty of features, let down by dodgy control and limited use of the Super Scope.



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Shoot-'em-up

Producer .... Vic Tokai
Supplier .... Vic Tokai

Price £49.99
Status .... Official UK release

Players 1
Lives 7
Continues 0
Extras .... None

What the makers say...

This game isn't for the light-hearted. You have to be nimble fingered and quick off the mark to survive this duel — satisfaction guaranteed.
■ Vic Tokaii

Controls



(green button)	Fire
(yellow button)	Jump
(purple button)	Special
(red button)	Toggle fire
L	Nothing
R	Nothing

First impression


Average graphics and sound are made up for by a very challenging game.


Compared to *Super Probotector* this looks awful but Simon put it down.


Eurgh! The graphics look like an NES version of *Super Contra*.

First day score

Simon — Level two

269020

Timesl

Desperate aliens plan to conquer the earth and only one time-hopping warrior can stop them. Are you up to the challenge?

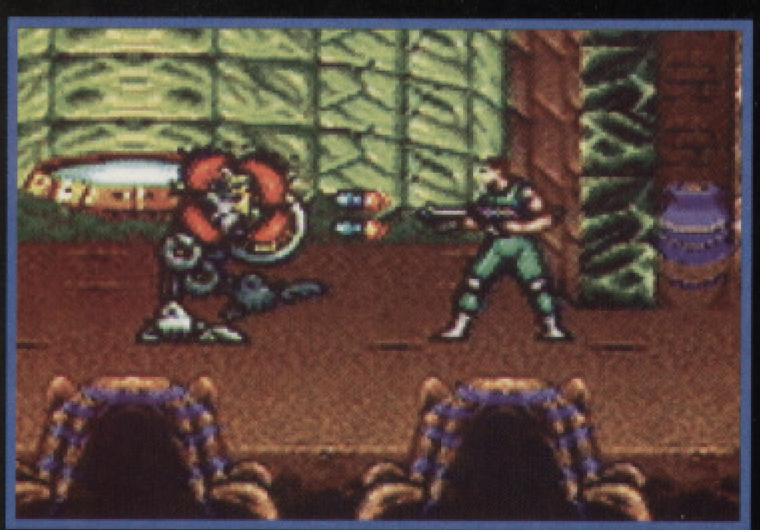
They're big, they're 'ard and God are they ugly, but the Tirmatians have a problem on their alien hands — their distant planet faces imminent destruction. As their world moves ever nearer a huge time void, the Tirmatians have no alternative but to find and invade another world. And what better choice could the aliens make than the humble planet Earth? Water, compatible atmosphere, pension schemes — an idyllic abode. To ensure their invasion meets no resistance, the Tirmatians use time-travel technology to attack at points in history when man was ill equipped to fight back.

Selected levels seat our hero on a fast jet bike, screaming past multi-parallax scrolling areas with flying alien hordes to shoot down.

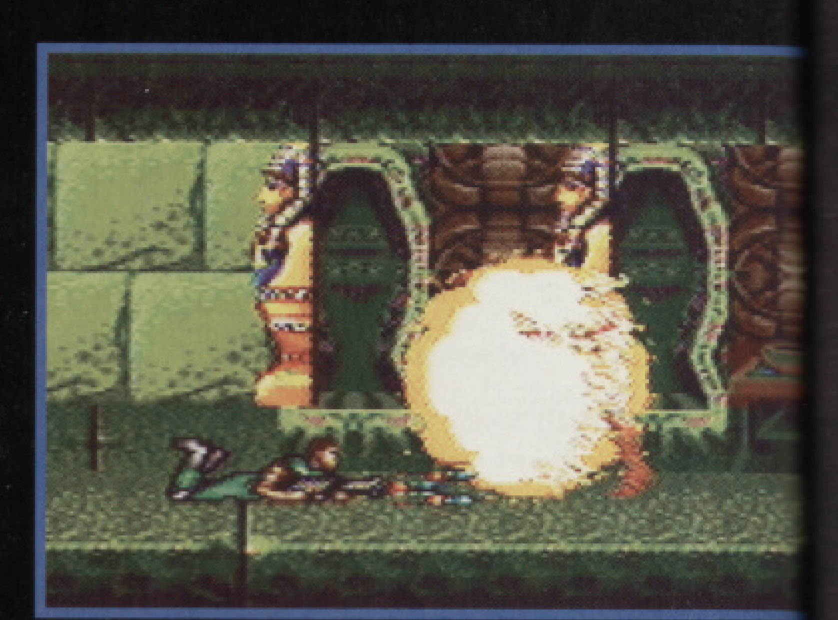
Fortunately, mankind becomes aware of the Tirmations' plans for invasion, and sends its own unit back in time to counter-attack.

Time of your life

The Tirmatians blitz the time-travel base, butchering soldiers before they've even taken a travel sickness tablet. Despondent, mankind sits back and awaits the painful, drawn-out death looming on the horizon. Except for... Dr Vincent Gilgamesh — a hardened soldier who kills first, asks questions later, continues killing, and makes up the answers. Does he care for his own safety? Not a chance! With a bullet-stuffed rifle and muscles that would frighten Geoff Capes (and all his mates), Vincent decides to act on mankind's behalf — how thoughtful.



This Tirmatian holds a shield if you get too close. The only way to kill the critter is to blast him from long range.



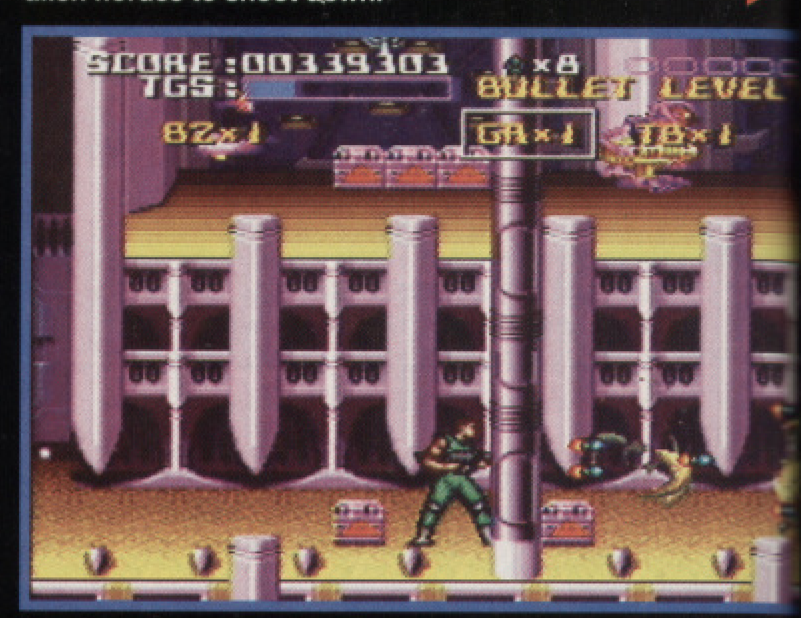
Vincent hits the deck setting an Egyptian mummy on fire. Power-ups become essential in the later levels.

Starting in Medieval England, Gilgamesh must wipe out the Tirmatian population and continue hopping in and out of the time slips to fight the next wave.

During the 21 levels, he visits the Jurrasic period, Ancient Egypt, Ancient Rome and present day Earth with the final encounter taking place on Tirmet, home of the alien menace.

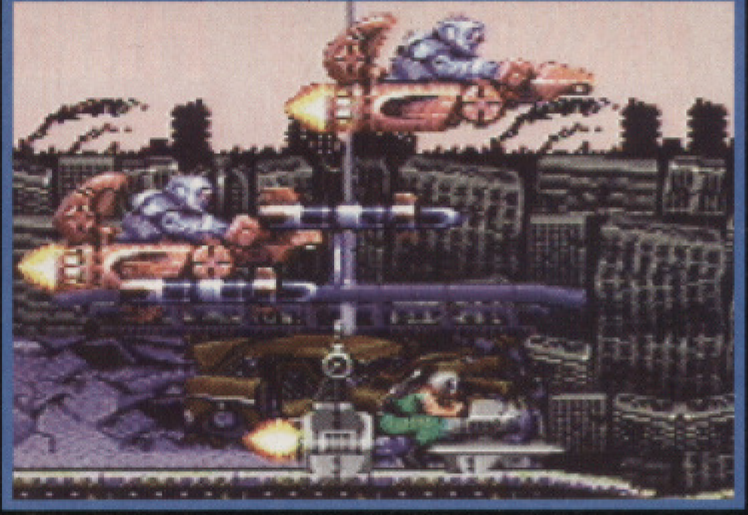
Slip of the tongue

Levels consist of side-on scrolling shoot-'em-up action switching to vertically scrolling as Vincent scales walls to reach higher ground. But he's not restricted to running on foot. Selected levels seat our hero on a fast jet bike, screaming past multi-parallax scrolling areas with flying alien hordes to shoot down.



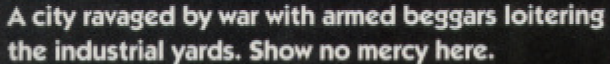
Watch out for crates placed on the ground. Give 'em a few blasts and they reveal weapon power-ups.

ip



Return Of The Jedi meets *BMX Bandits*! The jet bike levels are quick and deadly — use the rear fire as much as possible.



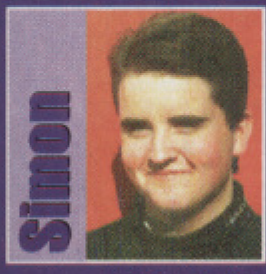


A city ravaged by war with armed beggars loitering the industrial yards. Show no mercy here.



The arrows are a subtle hint as to what to do. Stay in the middle and you don't get blown away.

'Insanely difficult!'

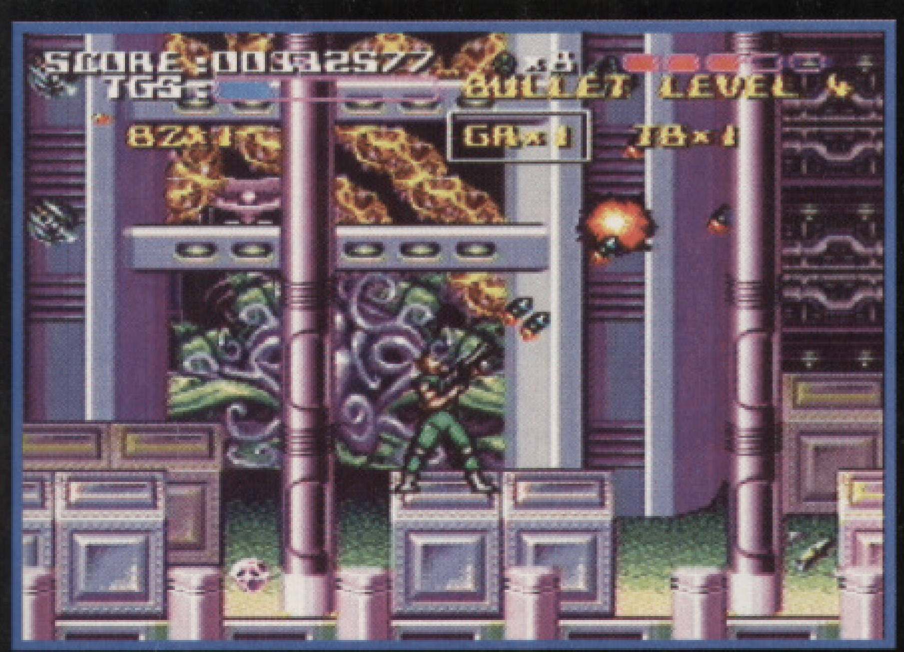


This has to be one of the hardest video games I've ever played — wave after wave of alien scum rush onto the screen from all directions and every one of them stops at nothing to kill you. If this isn't difficult enough, you only get seven lives to complete the whole game because there are NO credits or continues!!

On reflection, *Time Slip*'s lastability and playability are its biggest selling points. This is no bad thing, because cosmetically it's not exactly brilliant. I don't mean *Time Slip* looks terrible, it's just if you compare it to similar games of the genre — *Super Probotector* instantly springs to mind — it's a little outdated. The graphics look unfinished and ragged at times and the animation (on the main sprite particularly) is jerky in places. Sound is average with a suitably beefy tune pounding as you lay hundreds of aliens to waste, and it varies from level to level. Spot effects are disappointing, with only the gun blast and the huge roar of the giant end-of-level baddies for salvation.

All in all, *Time Slip* is no game for the beginner. I'm an above average gamer, and I had enormous trouble getting past the second speeder-bike section. If you like shoot-'em-ups and really want to test your playing skills to the limit, *Time Slip* is a good choice, but don't expect to be dazzled by the graphics or blown away by the sound.

81%



Left: walls, floors, ceilings — you name it, cannon turrets are there. Keep ducking at all times.

Below: Vincent takes to the hills. Blast the enemy cannons before continuing the ascent.



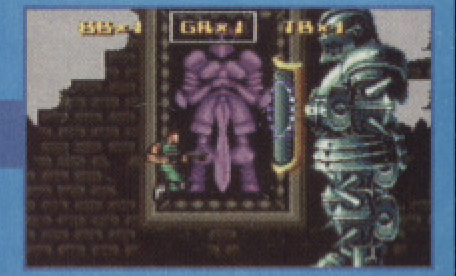
TIME TO DIE

***Time Slip* is full of wicked guardians. Here's a run down on the violent minions you can expect...**



Boss 1: a gentle introduction. To kill this snake use the wall to avoid the flames then leap down and fire at the serpent's mouth.

Boss 2: an armoured knight guards the castle remains with his life. Blast his shield, arms, head and body in order.

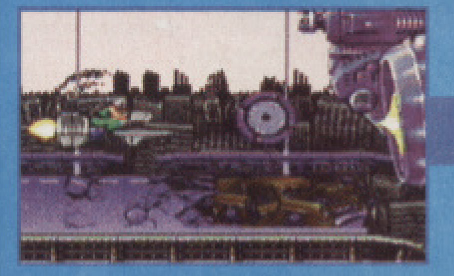




Boss 3: kiss your lives goodbye as you battle this monstrosity. Don't bother ducking, just get in there, grit your teeth and fire.

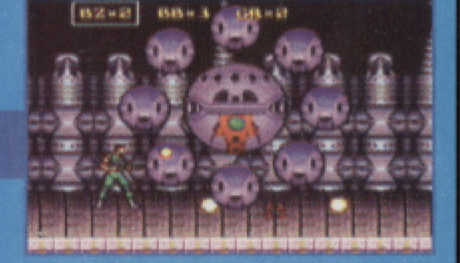
Boss 4: jump between platforms, firing upward to destroy old lizard lips. Lightning reflexes are definitely essential.

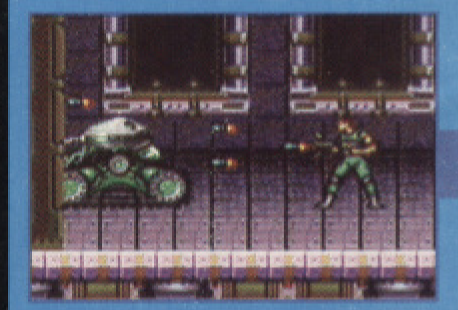




Boss 5: on the jet bike section, the task's to waste the back end of this ship. Unfortunately, it's laden with missiles and lasers.

Boss 6: dodge the rotating orbs and pummel the core with lead. The key is to keep moving and stay in the sweet spot.





Boss 7: a robot on tracks that just loves company... so it can kill them! Blast the millions of metal spheres before aiming for the droid's body.

Boss 8: stray too near the tweezers of this mutated insect and you feel the bite. Instead, keep your distance, point at the mutha's chops and blast.



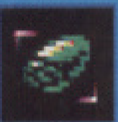
The alien army consists of a variety of forms, all potentially lethal and not in the most agreeable of moods. Not only are there loathsome Tirmatians to contend with (complete with big guns), but also droids, Rock Men, Tirmatian Gods, dinosaurs, automated laser turrets and not forgetting the mid- and end-of-level killer custodians. These fearless warriors take the shape of knights, mutant caterpillars, dragons — it's a fierce force to be reckoned with but then again, Dr Gilgamesh has always liked the odds stacked against him. Not that it's a complete suicide mission, helpful pick-ups provide Vince with bazookas, grenades, shields and time bombs (which slow down time). Collectables are incredibly important if the Doc is to successfully get through the eras alive. Enemies don't die after a solitary hit, several take a bounty of bullets and Vince only has seven lives to serve him throughout the entire game. There's no continues in *Timeslip* — this is a real man's war.

PASSING THE TIME

Power-ups are vital on this mission. Check these out...



Rapid fire: this blast enhancer streams out lines of hot lead super fast.



Grenade: wipe away aliens with damaging grenades — a sure-fire hit.



Diamonds: these glittering gems produce healthy high scores.

Rocket launcher: creates massive explosions wreaking havoc on the enemy.



Potion: down this strange concoction to revitalise withering energy.



Left: one of the first bosses Vincent meets. Coupled with a big gun and the ability to fire, the quicker it's killed the better.

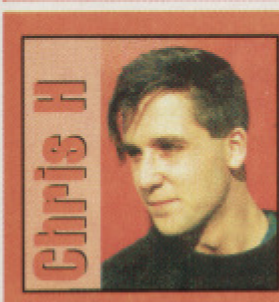


Above: this shield gives temporary invulnerability, so make the most of it.



Right: flying cupids? Well, romance may not be in the air but streaks of bullets are!

'As tough as old boots'



Yep, it's official. *Time Slip* is one of the hardest shoot-'em-ups I hath ever played. My old boots really do pale in comparison to the toughness awaiting in the 21 levels. It's unfeasibly difficult — Kamikaze aliens throw grenades, missiles and even themselves into the path of Vincent who can do little but cower and fire bullets in all directions in a vain attempt to escape unharmed. Simple, ordinary felons take an uncountable amount of bullets to die, in which time another troop of aliens have ganged up.

Cluttered is the best way to describe the playing area. Graphically, *Time Slip* is hardly a deluxe of colours. No definite style grabs the eyes and backgrounds rarely whip up any atmosphere. Then again, no matter how many times you die there's a strange attraction saving it from doom. Though the body count is high, the frustration factor is pitched at just the right level so you don't give up altogether. The ridiculous odds here can't be criticised — a rancorous challenge to try the best of the best.

Reckon you're a bit fast when it comes to fancy shootin'? Hah, get some *Time Slip* in your bloodstream and think again! It's just above average in every department except for playability, making it a winner with anyone who likes implacable death in the extreme — kerpow, boom, die alien scum!

79%

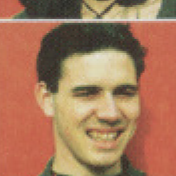
Final analysis



"One of the toughest games I've ever played, this will keep you going for months — guaranteed."



"As tough as they make 'em, no decent continues and no two-player option. Sour grapes all round!"

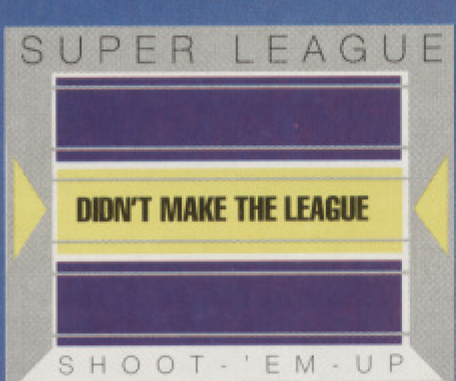


"A real toughie, but the graphics are somewhat basic. Too much like all the other shoot-'em-ups."

Final day score

Simon — Level five





With so many fabulous shooting games in the league, frustrating gameplay and poor graphics confine *Time Slip* to the wastelands.

Sound



An okay soundtrack, varies from level to level, but the poor spot effects let it down.

Graphics



Quite poor by today's standards, although they do their job and there's no sprite slowdown.

Playability



Instantly playable due to its simplistic nature and proves quite good fun.

Lastability



An extremely tough challenge to keep any shoot-'em-up lover playing for ages, may get a little tedious.

Force factor

Poor graphics but the 'just one more go' syndrome and tough difficulty curve make for a solid challenge.



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Strategy

Producer.....Vic Tokai
Supplier.....Vic Tokai

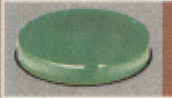
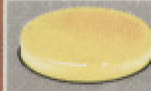
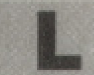
Price.....£44.99
Status.....UK Release

Players.....2
Lives.....1
Continues.....None
Extras.....Save game

What the makers say...

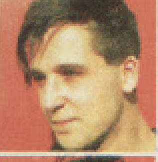
Super Conflict is the only war simulation game of its kind.
■ Vic Tokai

Controls

	Switch to Overview
	Defend
	Display Unit Data Screen
	Select Option
	Nothing
	Retreat

First impression


In-depth gameplay that will last for ages, cosmetically poor though.


What scrappy graphics! One of the poorest presented games I've seen.


Looks pretty dodgy to me. Too much thinking involved for my tastes.

First day score

Chris R Scenario two

LEVEL 2

Super Confli

The preparation is over, plans have been made and troops mobilised. There's no time for turning back, it's just you versus them. Let the battle commence...

As the evening's last light fades on the dusky Arabian plains, a sixteen-strong commando unit snakes its way through the ruins of a war-torn city. One man drops his pack to gaze at the beauty of the sunset. It will be his last.

The group's mission is to seek and destroy enemy tank units secured in the old sector. Their chances of survival are less than five percent yet still they march on, their fate decided the previous night over brandy and cigars 400 miles from the Gulf Coast. Still, that's war and in war all's fair...

Super Conflict aims to redress the balance of power by placing you in charge of a nation's vast military resources. Your orders are to win the war at all costs. Failure will not be tolerated. Your briefing is to imagine a game of human chess with infantry as pawns, armoured tanks as bishops and flag units as kings. Along the way sacrifices need to be made, battles lost so the war can be won. In the end there can be only one winner, one flag left standing and to the victor go the spoils of war. The price for failure is death.

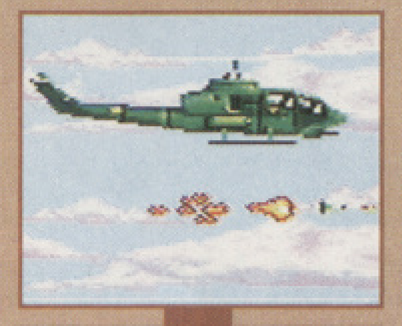
The goal in every scenario is to destroy the opposing side's flag unit. In the first four levels the flag unit is a tank, but in the fifth there's also a flag ship — destroying either unit completes the game. There are two distinct styles of play. The one-player

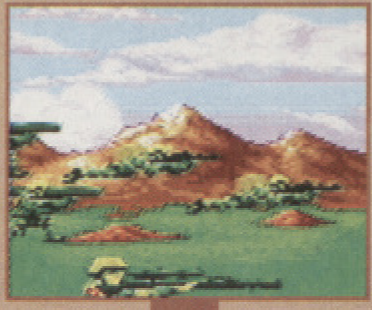
When an infantry unit is attacked by an armoured tank, retreat is the only option.

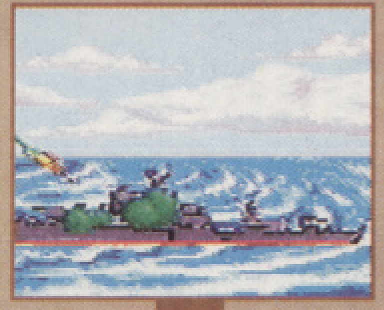
game puts you in charge of the Blue Force and pits you against five levels and 55 scenarios, while two-player battles are head-to-head. The scenarios in each level may be played

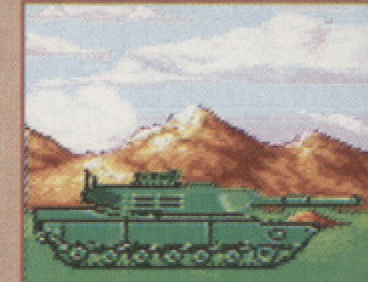
WELCOME TO THE JUNGLE...

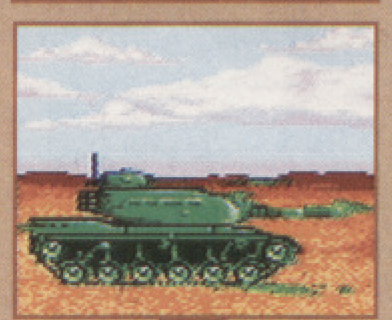
The key to successful warfare is knowing the limitations of your forces. Here's a guide to each unit...


AH-1 Cobra: well armoured and heavily armed, this chopper's perfect for ground strikes.

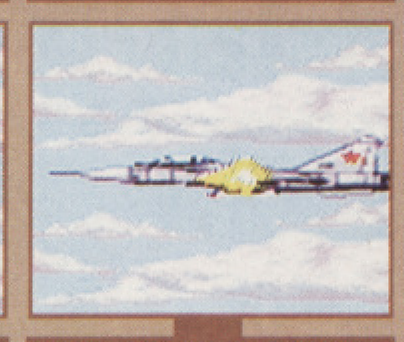

Commandos: armed with missiles, these crack ground troops will crush ambushed infantry.


Cruiser: laden with ammo including SAM missiles, this is perfect for off-shore attacks.


Blue Flag Tank: protect this at all times. Should it be defeated, the game is forfeited.


M60A3 Tank: with it's 105mm cannon this all-terrain vehicle is excellent for commando blasting.


MI-24 helicopter: carries limited but powerful anti-tank missiles.


MIG-29: Infamous fighter plane known for it's stealth and lightning attacks.


Red Flag Tank: similar to the blue version but with a 105mm rather than a 120 mm cannon.

ct

'Blockbusters with napalm'


Chris

Take one look at the packaging and you'd be forgiven for thinking *Super Conflict* is another in a long line of instantly-forgettable war sims. Lurking beneath the shabby presentation and the Blockbusters-style honeycomb play area however, is an enjoyable and, dare I say it, fun strategy game.

The *Risk* meets *General Chaos*-style gameplay is short on thrills in one-player mode, lacking the strategic depth of the former or the madcap fun of the latter. However, switch to a two-player game, set battle mode to long, grab an arch-rival and you're in for a great laugh blowing each other to bits.

The overhead *Sim City*-style graphics aren't outstanding but more than adequate and are ably supported by an assortment of atmospheric sound effects — a band of battle-weary snare drums paradiddle in the background and there's a great sampled version of The Last Post.

There's plenty of playability and enough variety in scenarios and campaigns to ensure long-term lastability — Simon and I have been playing all week and it's caused no end of arguments. Although too slow for arcade fans in search of an adrenaline buzz, hard-core campaigners can while away many a rainy Sunday afternoon discussing tactical manoeuvres. One to stick on dad's Christmas list.

81%

in any order but the final showdown must be last. The battery back-up allows five separate games to be saved and played at a later date. Two-player consists of 15 scenarios which can't be saved.

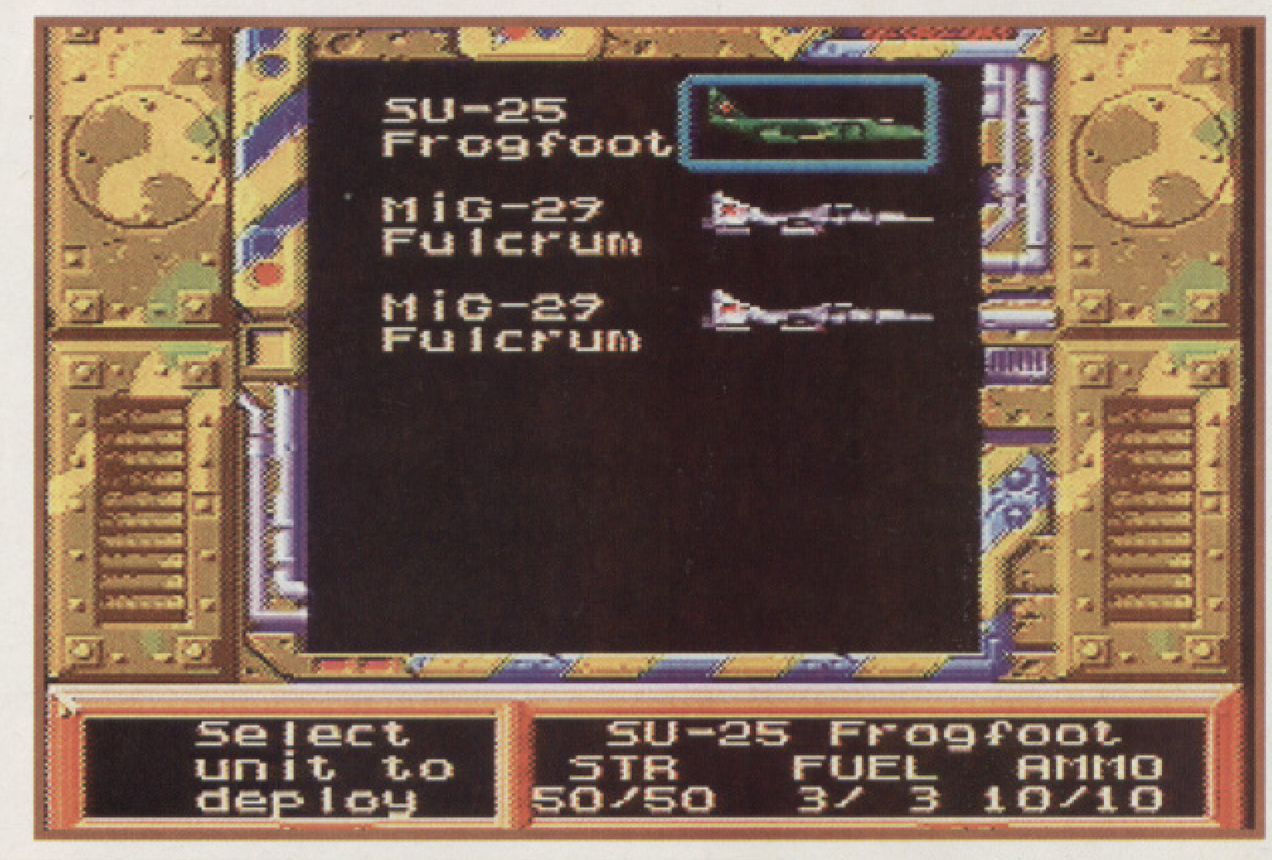
Each scenario takes place on a map made up of hexagons. Units such as troops, tanks, aircraft and ships are represented by icons and can be moved a certain number of hexagons each turn depending on the terrain and fuel available. While commandos can cover distances quickly, armoured tanks are much slower and unable to cross large dunes. In the standard game each player can move three units per turn though this can be altered via the options menu. When all three moves have been made, control goes to the opponent and play continues in this fashion.

In the heat of battle

Once a unit has been selected, the distance it can move is automatically highlighted. If a move leaves a unit adjacent to an enemy, battle may commence. A new screen appears showing a re-enactment of the encounter and eventual outcome.

Battles can be either short or long. The former is for those who'd rather leave the fighting to the computer and get on with the devious tactics. Long combat is split into four rounds offering the chance of attacking, defending or the coward's way out — retreat.

First the aggressor makes a move before control passes to the defendant to reply. Control then



Above: the MIG-29 Fulcrum is the fastest plane available, though it takes as many hits as the SU-25.



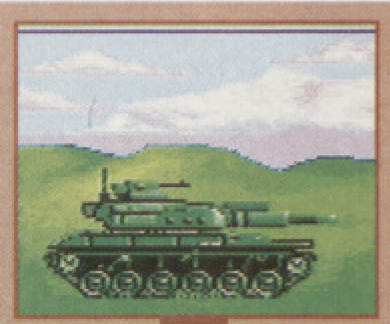
F/A-18 Hornet: Side-winder missiles make this plane an excellent air-to-ground weapon.



Infantry: AK-74 rifles are okay against a rival betallion but useless against an ariel attack.



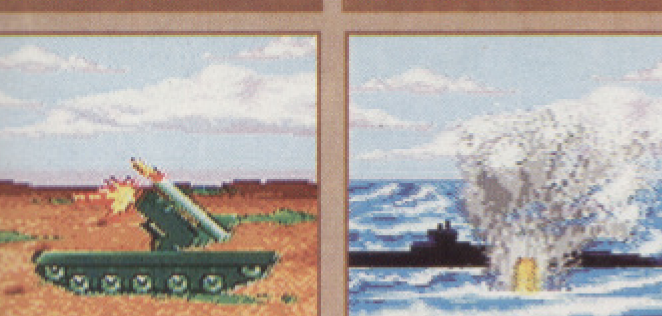
M1A1 Abrams: powerful armoured tank designed for leading ground attacks with its 120mm cannon.



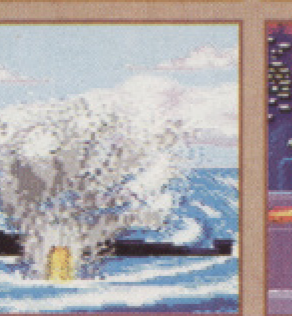
M551 Sheridan: popular battle tank with a massive 152mm gun. Perfect for Flag Tank busting.



The overview map gives a chance to look at the battle as a whole, perfect for devising strategies.



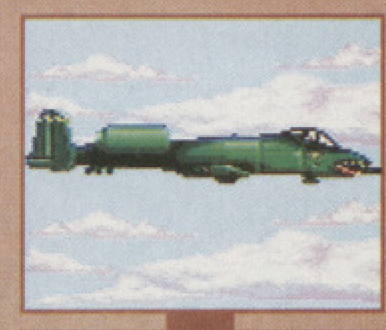
SA-13: a powerful portable rocket launcher designed to bring down enemy aircraft.



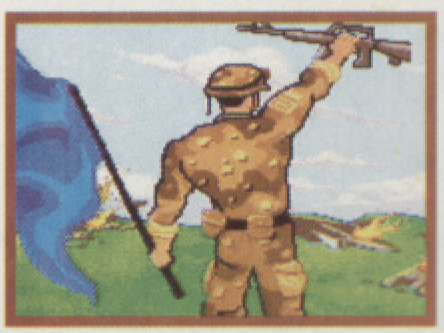
Submarine: excellent for surprise sea attacks but limited in their all-round effectiveness.



T-55 Tank: neither as powerful or as well armoured as the Abrams — best used cautiously.



A-10 Thunderbolt: bomber used in air-to-ground raids. Useless in dog-fights though.



Victory is yours and your commanding officer is the first to salute your achievement.

returns to the perpetrator who now has to weigh up the new variations to the scenario. This is a much more realistic, although long-winded option.

Stat attack

Attacking ensures your units fire, but they are susceptible to maximum damage if their onslaught is returned. A defending unit has a 50% chance of making an attack, but only takes 50% damage if hit by the aggressors. The Retreat option can take more than one round to complete but can save your unit's skin. There's no chance of firing and 75% damage taken if hit, but when an infantry unit is attacked by an armoured tank retreat is the only option.

After a battle, count your losses, then estimate how long it'll take to replenish them and get to the nearest base to refuel and recruit. Such strategic locations are dotted throughout the map and, once captured, help revitalise the campaign. Cities provide excellent cover and allow running repairs to be made. Factories produce extra forces, airports deploy planes and helicopters while Naval bases give a HQ from which to launch a sea offensive or refuel.

Production points may also be allocated, determining how fast forces regenerate by limiting or increasing the number of factories in a scenario. It's all here — tactics, the heat of action, and the chance to blow up a mate. Strap yourself in, keep your head down and your trigger finger handy — the battle's on... ■

BLOCK BUSTERS

In war, all's fair — but here's a chance to cheat...



Airport: capturing this gives control of any planes in the hangars.



Cities: these give armies a chance to 'dig in', making them twice as hard to hit.



Factories: the place to construct new weapons. Guard them with your life.

'Boring for solo players'



When *Super Conflict* came into the office I had a brief glance at the packaging and dropped it like a hot brick — games like this never appeal to me, and this one seemed like pure boredom.

To an extent, this is true of *Super Conflict*. One-player mode is very dull, and unless you really enjoy planning a battle strategy and spending and hour or so carrying the plan out, you'll find this option a complete turn off. Two-player mode is a different matter altogether — gameplay is a lot more fun when you can hurl abuse at your mate as he wastes your best tank platoon! Chris Rice and I have had a number of games through the week and there's nothing more satisfying than ambushing an opponent as they move in for the kill!

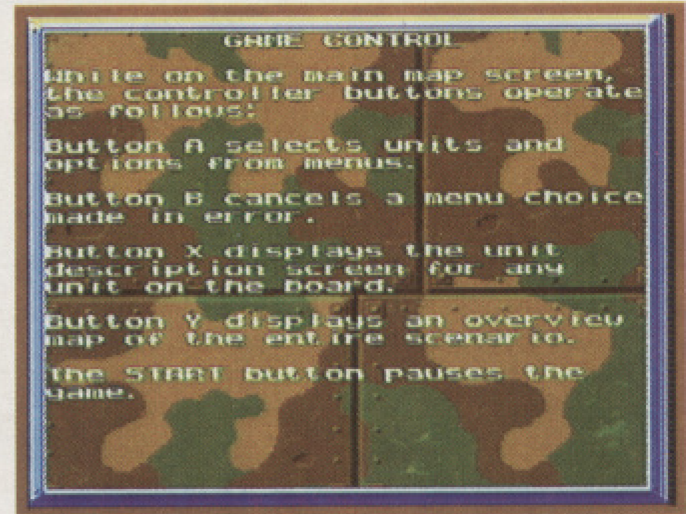
Graphically, *Super Conflict* is at best quite poor by today's standards, with samey backgrounds — the only variable is the map layout. The sound effects are disappointing.

If you're a single player, steer clear of this mind-numbingly boring cart. If you've got a mate around and enjoy a thought-provoking test of strategy, *Super Conflict* may surprise you.

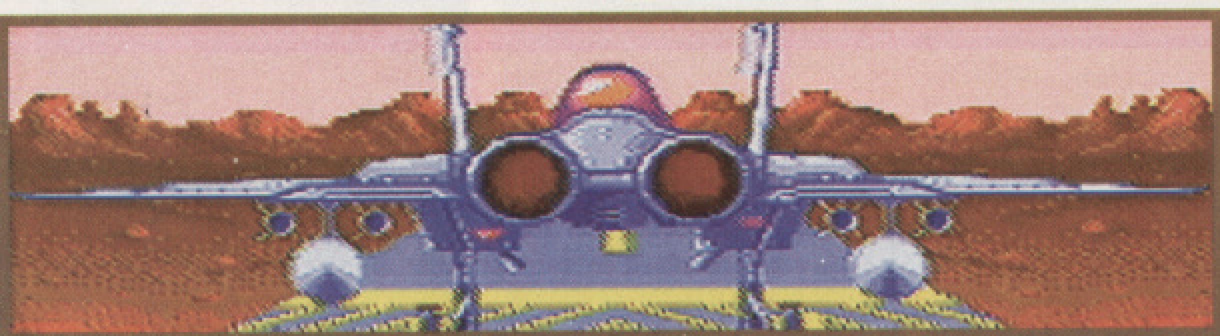
75%



The T-55 tank platoon is excellent for taking out squadrons of commandos.



The last screen you see before all out battle commences, gives a brief description of the controls.

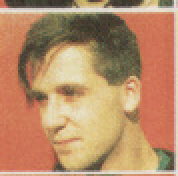


A MIG-29 squadron takes off on a bombing raid over an enemy factory plant. Will it ever return...?

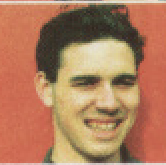
Final analysis



"Best played in the fun two-player mode, graphically bad but with a mate it's a real laugh!"



"Dire graphics but the gameplay is curiously addictive. I always knew looks weren't everything."

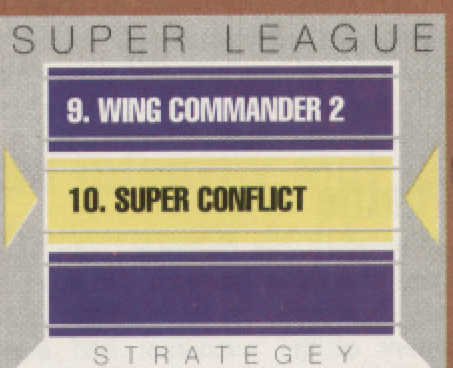


"Engrossing strategy and great fun in two-player, it's easy to ignore the average graphics."

Final day score

Chris R — scenario six completed

LEVEL 6



Although slow for one, the fun two-player option allows Super Conflict to enter this competitive chart. But for how long?

Sound



79

Atmospheric range of sound effects though the lightweight soundtrack is disappointing.

Graphics



77

Overhead board game-style play areas broken up with colourful combat sequences.

Playability



82

Slow to start though later campaigners are more varied and exciting. Two-player mode is more fun.

Lastability



83

Loads of levels to conquer and unlimited challenge in two-player mode. Quickly gets boring for one.

Force factor

An interesting twist on a conventional strategy theme to entrance avid campaigners.



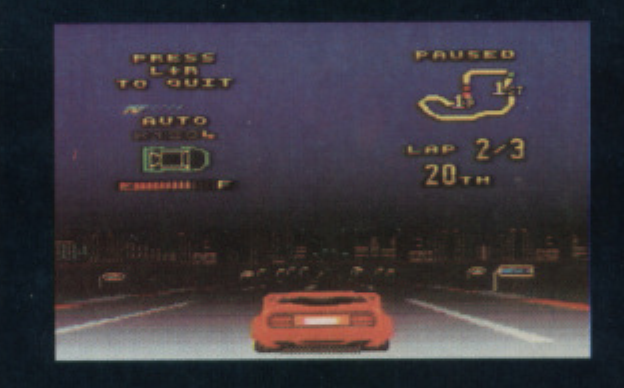
79

TOPGEAR 2™

RAIN

Choose your tyres to suit the conditions. Try out Spinner high-performance Radials, or state-of-the-art slicks for high speed wet track handling.

200 MPH

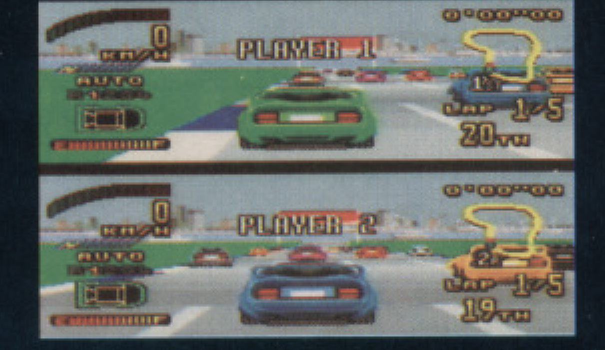


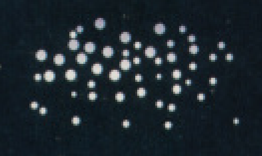
WHATEVER THE CONDITIONS

SHINE

1 or 2 player simultaneous racing as you cruise in the sunshine at 200 MPH through cities of Spain or Egypt – 2 of the 16 countries you can race in, with 64 tracks in total to choose from.







SNOW

Beat the weather – tracks in Scandinavia and Canada may give you blizzard hassles. Or even worse, you may be expected to compete in a night-time challenge.





FOG

Get the edge with customised parts for any weather condition. Fit-out at the body shop with incredible engine, transmission, nitro system and armor upgrades.



MOVE IT

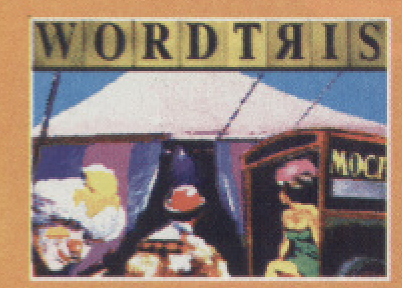
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Puzzle

Producer .... MicroProse
Supplier .... MicroProse

Price £44.99
Status ...... Official UK release

Players .... 1 or 2
Lives .... N/A
Continues .... None
Extras .... None

What the makers say...

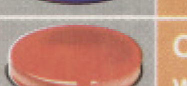
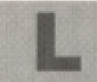
Wordtris not only tests your skill and coordination, but also your creativity and vocabulary skills.

■ Microprose

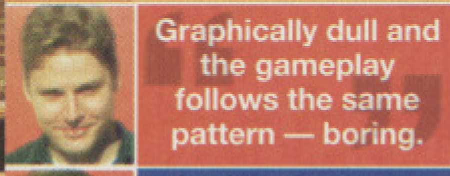
Controls



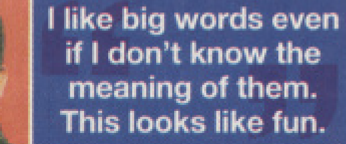
Green	Nothing
Yellow	Changes wild card
Blue	Nothing
Red	Changes wild card
L	Move tile left
R	Move tile right

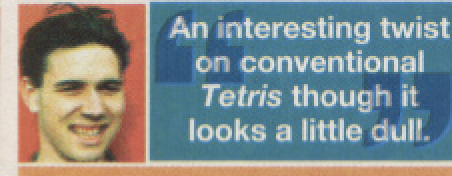

First impression



Graphically dull and the gameplay follows the same pattern — boring.



I like big words even if I don't know the meaning of them. This looks like fun.



An interesting twist on conventional *Tetris* though it looks a little dull.

First day score

Jon Novice

Wordt

Bored with beat-'em-ups? Sick of shoot-'em-ups? *Wordtris* is a different kind of game entirely — are you up for the challenge?

One of the all-time classic video games is *Tetris*, a simplistic game that made stickle bricks as fashionable as... stickle bricks! The Russian-themed building game spawned various bandwagon jumpers on several formats — *Bombliss*, *Welltris*, *Chrysalistris*. Well, keep a dictionary at close hand because those games aren't half as chock-a-block as *Wordtris*.

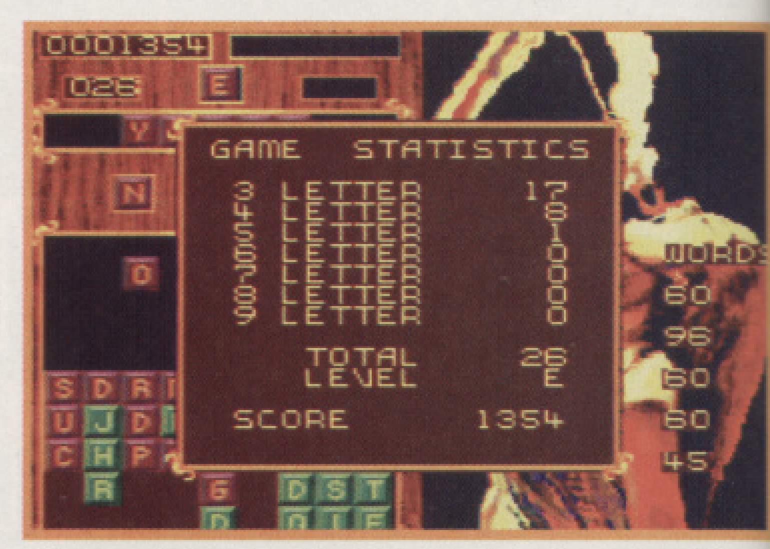
Cast your minds back to when *Tetris* was in its heyday. Can you picture the tiles falling down as the time ticks away? Remember, if you don't fit the blocks together the stack fills up the screen which leads to the game being over. *Wordtris* is a thinking man's *Tetris* where instead of piecing together awkward shaped blocks, letters need linking to form words. A lettered block falls from the top of the playing area and when a word is formed (either vertically or horizontally) the blocks used vanish, allowing space for the other falling blocks to be moved around.

A lettered block falls from the top of the playing area and when a word is formed the blocks used vanish.

Dirty words

Upon slamming in the circus-themed cart a choice of five game-altering options appear. Game mode alters the playing style and incorporates Single-Player mode, a fight to the death against the computer. Far more fun is Competitive, a two-player versus mode where both players try to outscore each other. Tournament has up to three competitors alternately playing identical single-player games — whoever makes the highest scoring words wins. If rivalry's not your thing, grab a mate and play Co-operative, where teamwork earns points.

Difficulty alters the minimum number of letters needed to score, ranging from three to seven. The Next Tile option comes in pretty useful, especially when the screen gets crowded, as it allows for more carefully planned words. There are ten difficulty levels, labelled A-J, which progressively affect the rate at which the blocks fall, from a steady build up to an immediate letter downpour. The time limit can be toggled on or off and players wanting an extra challenge can turn off the Repeat option — any words already spelled out in the game aren't removed.

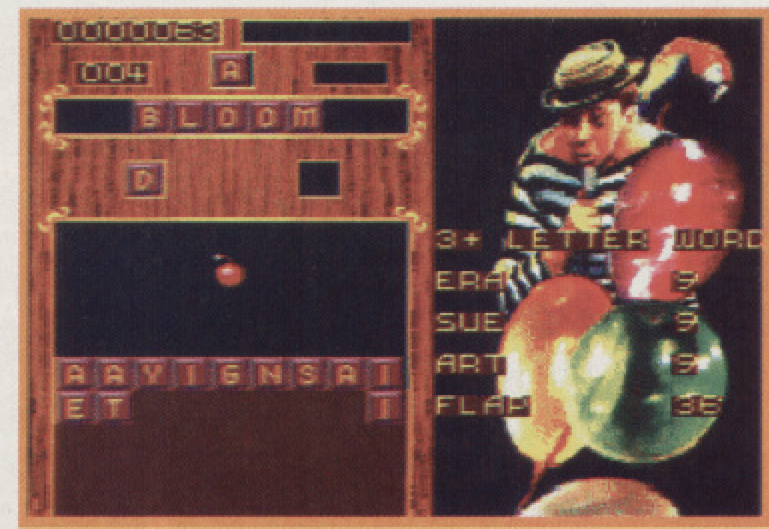


After completing a level, you're given a rundown on words made and how many letters in each.

Wordbliss?

The screen takes the form of a well with water lining the bottom. The tiles fall and float on the surface until another lands on top, pushing the previous one under. It's not a bottomless tank, and if a line reaches the bottom, tiles climb toward the roof of the well.

In addition to the regular letter blocks, surprise icons drop from the heavens. Cherry Bombs blow up ▶



Bombs are useful for knocking out one block, always get rid of a letter that's hard to use — Q or X for example.



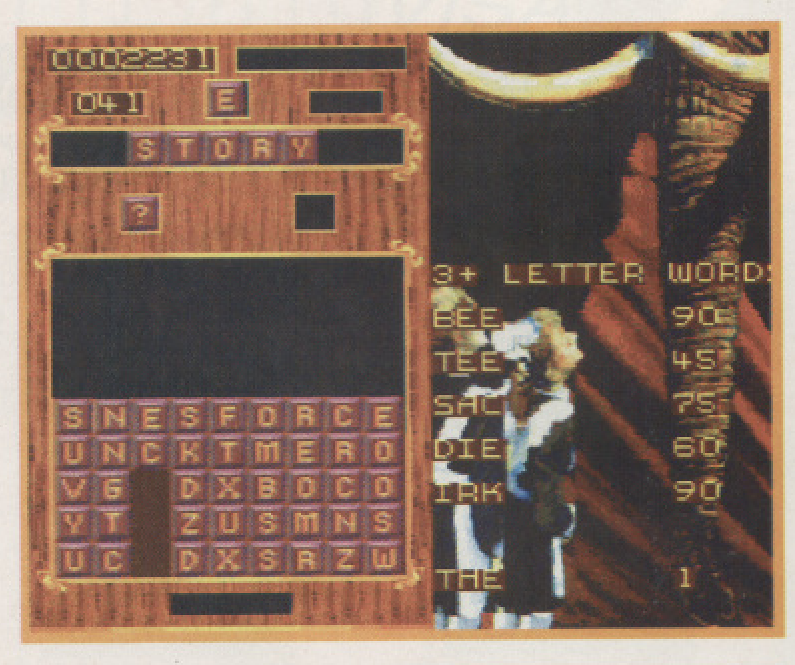
This is two-player mode and the action is really hotting up. It's a race against time to make the key word — yield.

ris



Above: The high score table, and Simon's on top with a pitifull 4,324.

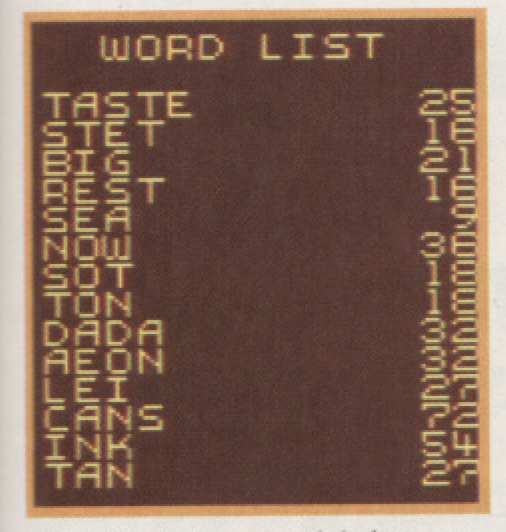
Right: Wow! SNES FORCE. How many points do you get for spelling that.



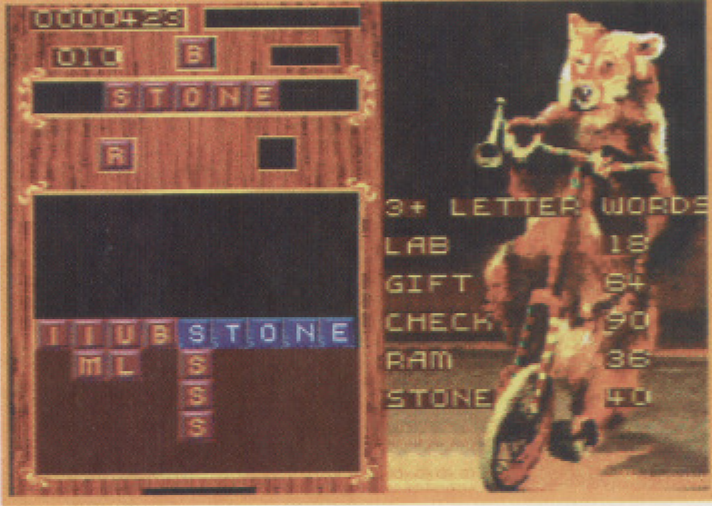


Someone tell that lion there's a woman in his mouth! The various digitised pictures help spice up the action.

The well is filling up to dangerous proportions — things don't look good.



A list of words made and their scores appear at the end of a stage.



That's it! The magic word! The screen now clears completely and a massive points bonus is awarded.

'Scrabble-tastic'



I know that many people around the SNES FORCE office may disagree, but I think *Wordtris* is a well-presented, enjoyable game. When things are pretty slow, it's easy to construct big point-scorers, but when it speeds up to a frantic pace it's *still* fun seeing all the words you've made completely by accident. It can be frustrating, especially when you've spent ages getting the components (see? A big word!) of a huge word together, only to see part of it going into a lesser-scoring term.

The music is great, and the stills accompanying the action are clear and crisp, if a little insensitive to animal lovers. The in-game visuals are functional, not spectacular, but then what does a game like this need? Certainly not flash, bright graphics distracting you from the game! What games like this rely on is substance, something all too rarely seen in console carts today. Eeh, I remember when I were a lad, we'd go down t'... Aargh! Now I'm becoming Chris Rice!

All in all, it's not the most enduring of games, but it's very well executed. It's an admirable attempt at an ambitious idea, and one I thoroughly appreciated. It's not flawless — go halves with a mate if you've got some spare cash lying around. Better still, get them to buy it. If you enjoy using your brain once in a while, *Wordtris* could be the game for you.

70%

WORD UP

There are four different gamestyles, each affecting gameplay. Mastering them all is the key to success although a dictionary comes in handy...



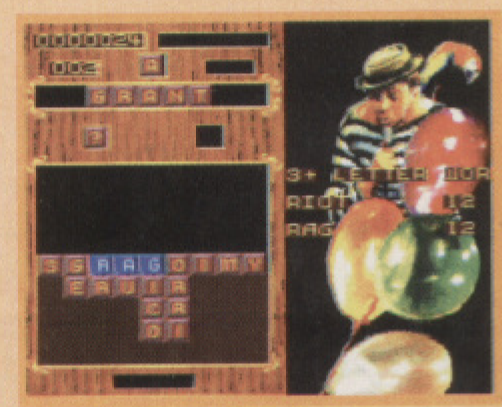
In two-player mode you can play co-operative or competitive. Head-to-head is far more fun and causes some great arguments!



In co-operative mode, teamwork rather than rivalry is the aim, though it often causes bigger fights than competitive mode!



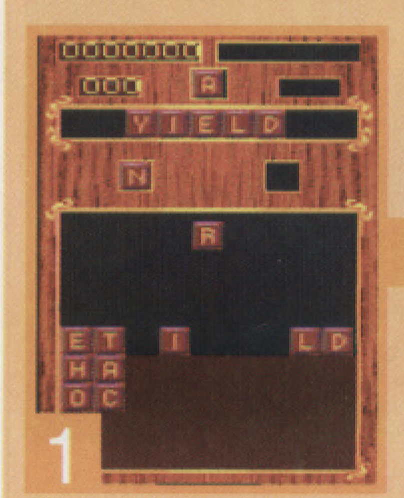
The useful acid bottle disintegrates a whole line of blocks, especially useful in the speedy one-player game where time is against you.



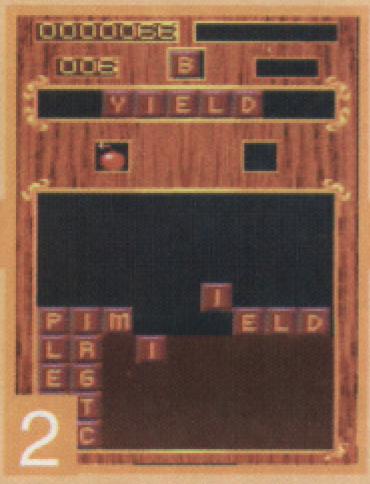
Tournament mode has two to four players slugging it out in alternate identical games. The highest score wins.

SAY IT WITH WORDS...

To be a success at *Wordtris* you need an eye for words and a lust for points. There are a massive 600 points at stake for spelling yield. Here's how to do it...



When trying to make a magic word start on one side of the well...



...put any letters that don't fit into the magic word to the left.



Then wait for the right letters to fall, making full use of the wild tiles.

the first tile hit, useful for dispersing awkward Qs and Xs. Dynamite Sticks destroy four tiles in a row, especially useful for tidying cluttered areas of screen. After six to nine letter words are made, Acid Beakers drop down, melting entire columns of tiles on contact. If you're in a fix and need one more letter to spell 'antidisestablishmentarianism', pray for a Wild Card — they can be substituted for any letter by zipping through the alphabet using the [A] and [B] buttons.

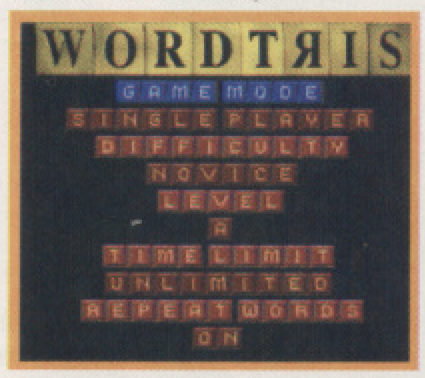
As every game is about winning (never mind the 'taking part that counts' phrase), to get the high scores there are several bonuses to aim for. Points are awarded depending on the length of the word and the letters it contains. For instance, if you manage to spell 'QUICHUA' (there's a prize for the first person to write in explaining its meaning) a higher score is achieved than for 'RAT'. At the start of each well a special word is displayed, form this and the entire screen is cleared of blocks and one titanic bonus is gained.

Progressing through the levels means completing a certain number of words. Stage A requires five words while later stages definitely have a genius player in mind with 25 words needed — quite a feat considering the rate at which the tiles descend.

If you're looking for fast, furious word-making fun, *Wordtris* is the game for you. Grab your dictionary, thumb through your thesaurus — it's a game to make your bathroom tiles feel quite uneducated...



Reactions need to be quick or the well soon fills up.



Don't worry if you're no scholar — simply select novice mode.

'Words fail me!'



English. The only subject I was remotely good at at school (by the way, all teachers and pupils of Adams comprehensive, Wem who knew me can stew in the broth of their sad lives) and even though the English teacher favoured everyone but me (I'm a journalist now, Mr. Sargent yah-boo) I managed to string together a few letters to form those word things and actually pass the exam! So gallantly I took to *Wordtris*, dictionary in hand to astound the rest of the team for my implacable knowledge of big words — like 'quack' and 'badminton'.

If you were one of those infants who learnt English at primary school via lots of bits of cardboard and a envelope in which to keep them, you'll sense a similarity when indulging in *Wordtris* — basically, pure luck in matching up words that make sense. Its like my Grandma used to say 'it only takes one intelligent sheep to open the gate and let out the rest of the flock' (she was a bit topsy-turvy you see) and one tiny error in *Wordtris* ruins what could have been a well thought out game of thoughts to think about. It's a game of chance! Level one is alright because the slow speed enables you to form words of your intention but later on, shoving the blocks anywhere is all that's needed. Nine times out of ten you construct a word without looking! What with the graphical slides of circus acts and the excellent music which doesn't annoy (puzzle games and grating tunes usually go hand in hand) it gets top marks for presentation. Unfortunately when you realise it's easier to place tiles randomly than figure out complex words you can't help feeling apathetic — what a pity.

62%

Final analysis



"With luck getting you better scores then skill it's disappointing for a supposed game of wit."



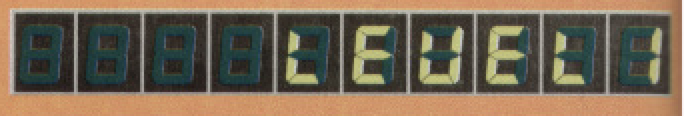
"A very boring cart to appeal to people who can't get enough of the board game *Scrabble*!"

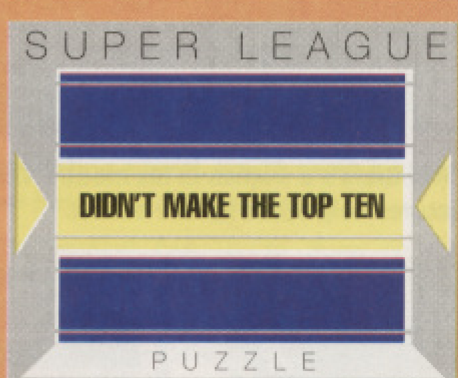


"True, it's easy to score accidentally, but if you *try* using skill it's fun. An admirable effort"

Final day score

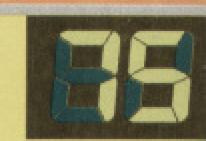
Jon | Novice





Wordtris didn't make the charts because of its lack of anything special. Looks like the word is out — arrghh!

Sound



75

Catchy tunes and above average effects, never grates the nerve endings.

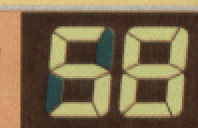
Graphics



68

Functional 'action' graphics and pleasant side-screen stills. Nothing spectacular.

Playability



58

Easy to pick up and easy to put down again. Seriously, this is far too frustrating to recommend.

Lastability

55

Once you realise higher scores are gained by just letting tiles drop, it quickly loses its appeal.

Force factor

For die-hard fans of the gamestyle, an essential addition to your collection. For others, think before buying.



55



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Amazed, enraged, troubled or confused? If you've got something on your mind, don't just sit there — drop us a line. We're never too busy to lend a helping hand.

A league of its own?

First I would like to say that your mag is far superior to the others I read. You don't just include heaps of reviews but interviews as well which are cool. The SuperLeague™ is the best idea seen on any mag, partly because it sorts out which game is better and it gives you an idea of what game to get next without hesitation.

One thing other mags lack is other reviewers giving their opinions. Your mag has four or five reviewers on one game so you don't have to hope one person comes up with a decent enough review. This gives you a massive advantage.

Your rating is also decent because you don't go over the top like other mags tend to do. I won't waste too much time but I do have some questions:

1. I've read in other mags that the official price for *Street Fighter II Turbo* is around £65! Can you tell me what price you are expecting?

2. In your brill mag I was studying the moves for *Mortal Kombat*. Are they the same as the arcade version? I don't want to make a fool of myself doing the wrong combinations!

3. Please advise me on what game to wait for and buy next.

4. What's the best game on the SNES for each reviewer in the SNES FORCE team?

■ **Danos Parpotta, Harrow.**

PS. Congratulations on the best mag ever and keep those sorted interviews coming in. They're brilliant!

1. *SFII Turbo*'s official UK price is £59.99. Pay no more for it.

2. Yes.

3. As you said, the Super League is a listing of our own favourite games, but from the last couple of issues we'd recommend (considering you've probably got *Turbo* by now)... *Flashback* for something serious, maybe *Sunset Riders* or *Super Empire* for action and *Mr Nutz* for a good laugh.

4. Hayward *Turbo*. Si: *Turbo*. Chike: *Top Gear*. Ricey: *Turbo*. Bruford: *Mario Kart*. Will: *Shadowrun*.

will

Blah blah blah

Your mag is excellent. Blah blah blah. Could you please answer these questons?

1. Is there going to be a *Super Street Fighter II*?

2. Is *Lemmings* any good on the SNES?

3. Is *Jurassic Park* value for money?

4. What is the best driving game on the SNES?

5. My dodgy mate reckons there's a cheat on SNES *Mortal Kombat* for blood. He says to do it when Goro hits the Acclaim logo, the background goes red and you hear 'Mortal Kombat'. Is there such a cheat?

6. Do you fall asleep while playing *Sim City*?

Thanks a lot dudes!

■ **Christopher Morris.**

P.S. I have come to the conclusion that Will is an alien. A sex-changing alien. Tell Simon that my mate thinks he's no good at *SFII Turbo*. My mate's best!

1. Yes. It's out in the arcades in London and spreading across the country. We have no official confirmation but I reckon it'd be safe to bet your house, your immediate family and your girlfriend on a SNES version appearing at some point.

2. If you like the other versions, then yup.

3. Well, the film cost sixty-odd million dollars which could've been spent on feeding the third world or helping Bosnian refugees but instead went to an already rich Mr Spielberg and the incredibly affluent Universal Pictures and two hours of lovely effects with no plot. So I'd say probably not. But the game's pretty cool (see Issue Five of SNES FORCE for the review).

4. For realistic racing, *Nigel Mansell's* or one of the *Top Gear* series, but overall there is no contest — *Mario Kart!*

5. Certainly not. Sorry.

6. Invariably.

As for your mate, Simon says 'I'm *really* worried. Come anywhere near Shrewsbury and I'll whip yours and your mother's ass!' As for me being a sex-switching ET, I can't really deny it, the others had their suspicions and yes it's true — I *am* Ranma. Unfortunately, due to Ludlow's hot and humid climate (shyeah, rright) I'm stuck half-way. Causes endless trouble at the swimming pool, I can tell you.

jon

Kombat kweries

I got a SNES for my birthday in August with *Starwing* (which I completed in six days with an average of 97%) and I was wondering whether there is anywhere I can get hold of a box. Also I got *Mortal Kombat* a few days ago, and I've read your review and used the cards and now I can do most of the moves for all the people, so thanks for that. The main reason I'm writing is to ask if you can answer these few questions (here we go!):

1. I was playing *MK* the other day and I came across a person in a green suit (you should already know because you answered Austin's letter in issue five), and I was wondering if there was a replay cheat or an ordinary cheat to play this person, also can you tell me a replay cheat for infinite energy or anything else!

2. Are there any cheats for *Desert Strike*, because I keep on dying, and I know where all the extra lives are, so it's down to the replay cart.

3. Is it possible to use the replay cart on *Mario Kart*, because when I leave the parameters screen the screen goes all orange, is it my cart or the replay cart that I have got (I have got the latest one).?

I have purchased all the issues of SNES FORCE, and I hope you keep churning out the goods like you have for the past five issues for many years to come. Please, please, please, please answer my questions and print this letter.

Yours hopefully

■ **A Moorcroft, Castle Donington, Derby.**

1. Look in the Code Collection, all our codes are in there.

2. Look in the Code Collection, all our codes are in there.

3. Look in the Co... er, sorry, no you can't use an Action Replay on *Mario Kart* because it's got a protection chip.

jon

Mass martyr

Great magazine you have here. Keep up the good work.This letter isn't for myself, but for others who have bought import games for the SNES. I've a few questions to ask:

1. Why do you not print more replay codes for import games?

2. What's the difference between Jap, USA & UK games for playability?

Before I go please could you send me or print some replay codes for *Final Fight 2* (Jap version) and *Super Ghouls & Ghosts* (also Jap version). If question two seems silly please overlook my time of ignorance for I have only had my SNES for about a month. I'm just a babe in arms, so to speak.

Yours faithfully

■ **Brian Harper, Taunton, Somerset.**

1. We'd love to print loads of codes for imported

carts, but the code lists and updates we get from Datel and Hornby usually include *some* US version cheats but no Jap codes. So we have to rely mainly on people sending in import codes they've discovered themselves. If anyone wants to send us a large sack of Christmas codes we'd be grateful enough to brighten their new year with five crisp tenners.

2. There's not usually any difference between different versions of the same game, but this provides a golden opportunity for some sweeping generalisations about foreign games. Japanese releases are nearly always gut-wrenchingly cute, and they go for lots of RPGs (no good on import unless you can read Japanese) and much simple platform fare livened up with ridiculous and bizarre graphics. Most US games end up on these shores sooner or later, the few we don't get are mostly American sports sims (basketball, baseball etc) for the simple reason that yanks never tire of them but they don't go down well over here.

We have no codes for *FF2* Jap, and, sadly, none for Japanese *Ghouls & Ghosts* either.

simon

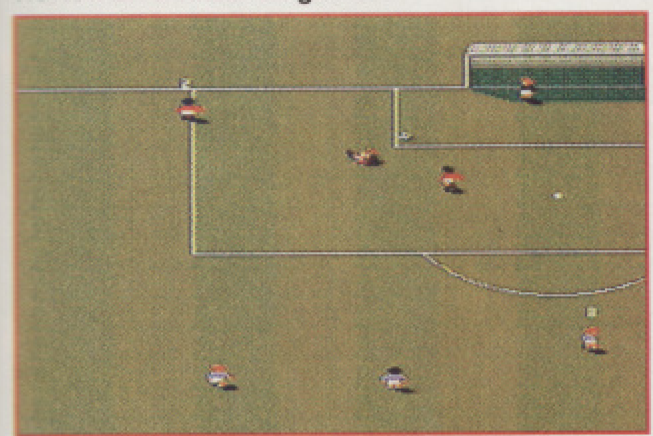
Be Sensible

We think your magazine is rubbish. The reason for this is you review sad games, you should review games like *Sensible Soccer*.

■ **Darren and Steven, Cheshunt, Herts**

PS. What do you think *Sensible Soccer* will be like?

Sad games? *Cool Spot*, *Super Empire*, *Sunset Riders*... as for *Sensible Soccer*, its release date has been put back to January as alterations are being made. What would you like us to do? Review an unfinished game?



In the meantime why not wet your appetite by checking out this screen shot then turning to our *Sensible Soccer* feature on page 24.

chris R

Overpriced junk?

Your mag is the best on sale! The rating system is tough and you review all the top games.

Your *Street Fighter II Turbo* solution really worked for me and made the game even easier to complete on level seven.

In Issue Three you reviewed *Bubsy The Bobcat* and just after that I played it. It's just like you said it was, good for a while but not very lastable.

You have made the presentation of your mag look like a program or a file type thing. It is different to other mags, they look untidy and like comics, however, your mag is like a new generation.

The mag really tells the truth about games or, as George from London said, 'no bullshit'.

What do you think about Telstar's Fun and Games idea? I think people will be put off becuase it looks like Nintendo can't sell games for 'rip off prices' so they make them cheaper, but on the other hand, more carts will be sold.

Is Nintendo a better company than Sega? Sega has more consoles etc, but I think the SNES beats everything Sega has done — even the Mega CD! What do you think?

I think you should have weekly compo's like game tournaments and game giveaways.

I enjoyed *Street Fighter II Toby Edition* and I think it would be good to have it printed weekly!

Could you answer some of my questions.

1. Can you put a poster in your mag?
2. Can you redo the *Mario Kart* solution?
3. Can you put the price of your mag down?
4. Is Amiga better than SNES or MegaDrive?
5. Can you open some membership club?
6. Do you agree with Nintendo prices?
7. What do you think they should be?
8. How soon will 'Fun & Games' take to be successful?
9. Will *SFII Turbo* and *Mortal Kombat* prices go down?
10. Is there a cheat for *Mortal Kombat* gore?
11. Please publish this and answer my questions!

Thanks for reading and I hope your mag continues to go well and have such a good spirit!

Thanks again...

■ **Darren Trusler, Worthing, Sussex.**

PS Can you do a pen pal sort of thing for the public, writing to Simon Hill, Chris Hayward, and Will Evans?

We like Telstar's Fun & Games budget label idea very much. With today's extortionate prices still rising and Nintendo exacting more control over the games on their machines, this could give old games a new lease of life and help re-ensure the SNES's already golden future.

Having played the hottest new titles the Mega-CD has to offer (thanks to our sister Sega mag) we have come to a decision. Due to the fact that some of the games look nice but none of them are engaging in any way to play, the official SNES FORCE verdict: overpriced junk. *Street Fighter II Toby Edition* was an ad, you can thank the nice people at TCR Computer Exchange for running it.

1. Soon. Be patient...

2. It'd be unfair on the loyal readers who bought the first few issues. If you want the full benefit of Simon's Karting skills you'll have to get back issues — for more information call 051 357 1275.

3. We'd love to.

4. Mega Drive maybe, but SNES? No way! Sadly, it seems Home Computers are on the way out.

5. If enough people are interested, we'd love to.

6. We'd like to see them lowered, along with Jet from Gladiators' leotard.

7. Free on the NHS.

8. If, indeed, it is succesful, the next twelve months or so will see Fun & Games rise or fall.

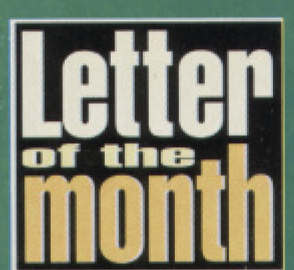
9. Not while people are still queueing up to buy them.

10. For the last time *Noooooooo!*

11. You're welcome.

Unfortuntely, we're far too busy with the magazine to reply to individual letters. But do write, we adore hearing your comments. We couldn't increase the size of the mag without putting the price up, but we're open to suggestions on whether you'd pay more for a bigger mag. We started with a special introductory price, but we're still the best value for money mag around.

Chris R



I am writing to you to offer some new suggestions which could be included in the magazine. Firstly, I wish to congratulate you on your Super League, the excellent presentation and clarity of photos, the clearness of the combos, the explanations you give and finally the accuracy of your ratings system.

My suggestions are as follows:-

A monthly review of where games either import or official can be bought at the cheapest prices, and also what deals they are doing eg collector stamp cards at Virgin and Our Price.

The news section should cover important developments in the console industry eg 3DO and Atari's latest machines, as we should all be informed.

Directory Enquiries should include the price of the game, and the six page sprawl should be condensed into around three pages as it's nothing new and just a reference. The Code Collection should only print new codes and tips and then every six issues print them all to keep new readers happy.

A puzzle page could be included, especially quizzes as these would broaden the knowledge of younger readers, to older games etc. Prizes should be awarded.

Unfortunately, I may not be the best critic of your magazine as along with the other six Nintendo mags, I will buy yours faithfully every month.

■ **Andrew 'A'**

PS. Thank you for not making the success of your magazine based on slagging matches with Sega and cheap language like 'Monkey-Ass' — NMS.

Thanks for the letter, Andrew. Glad you like the Super League. We've gone one-step further and given it a complete overhaul to provide you with even more information.

We've researched the 'grey' import scene in depth and were considering presenting our findings as a feature. However, due to the fluctuating nature of some importers' price, by the time the magazine got onto the shelves our information would be inacurate. While we're all snes crazy, I agree it's essential to keep in touch with developments on other formats — check out the extensive 3DO coverage in Issue Five — but remember, this is a SNES magazine!

We like your Code Collection idea and I can assure you we'll be having plenty of lengthy discussions to find exactly the right way to bring your suggestions in to effect.

Because we're primarily a games magazine, any laughs, giggles, mirth, merriment or indeed, entertainment of any description gleaned from perusing these pages is a miraculous coincidence. I dunno though, being a puzzle mag would be great excuse to put a sultry, pouting babe in a swimsuit on the cover every month. Yes, hmmm...

chris R

Put pen to paper and share your views, woes and queries with us at: Special Delivery, SNES FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW.

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Issue One

Alien 3 special ● The Lost Vikings ● Taz ● Zelda solution part one



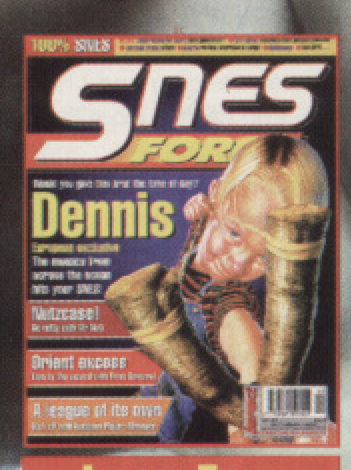
Issue Two

SFII Turbo ● Striker ● ShadowRun ● Super Star Wars guide



Issue Three

Mortal Kombat ● SFII Turbo special ● Zelda part 3



Issue Four

Dennis ● Mario All-Stars ● Player Manager ● SFII Turbo solution



Issue Five

Super Empire Strikes Back ● Alien 3 guide ● SFII Turbo solution 2



Issue Six

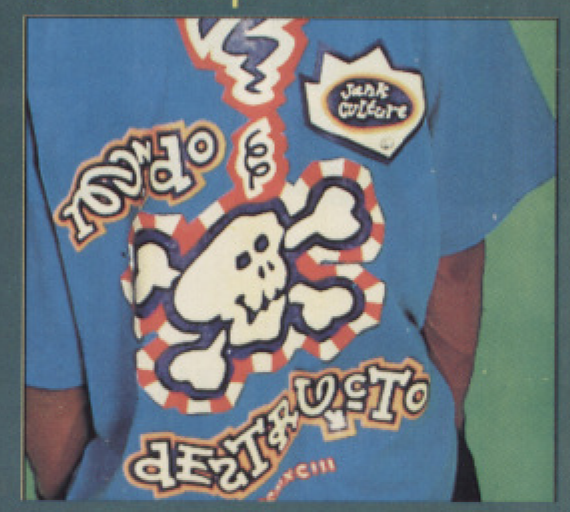
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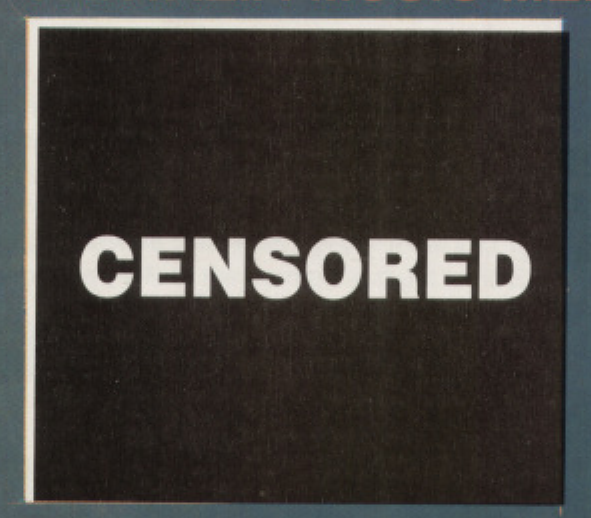


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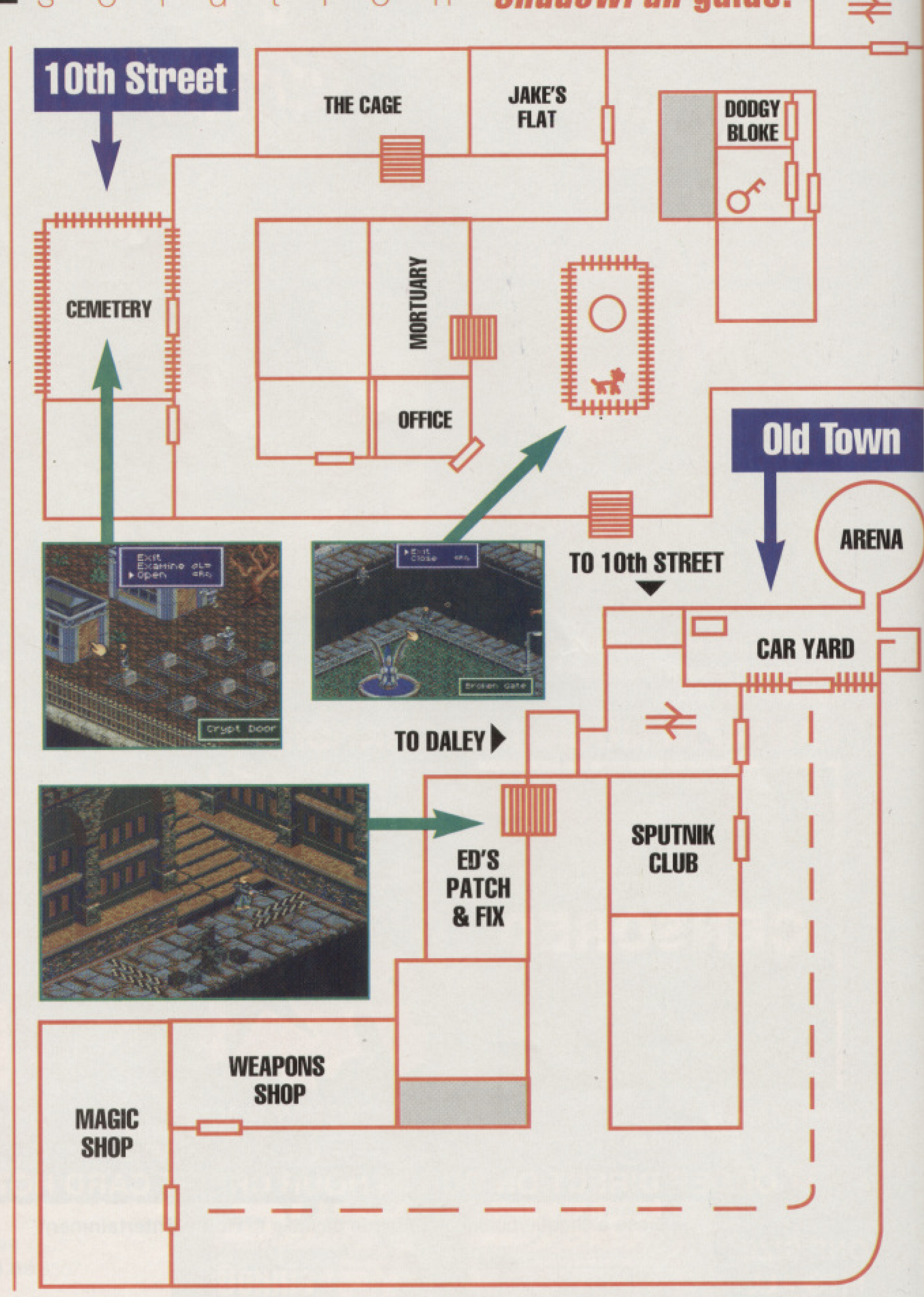
The Complete solution

Having trouble with a rampant Jester Spirit? A Rat Shaman giving you hassle? Look no further for the ultimate *Shadowrun* guide.

This month's sees the epilogue to the *SFII Turbo* guide, as well as the first part of the definitive *Shadowrun* guide. All this plus the latest tips on all your favourite SNES games. Read on...

Index...

Calling all games players! If you've got The Complete Solution to a hit SNES game, send it to us and you could earn big money. We pay £50 for the best maps or solutions used. Please send tips to The Complete Solution, Impact Magazines, Ludlow, Shropshire SY8 1JW.



SMALL TIPS

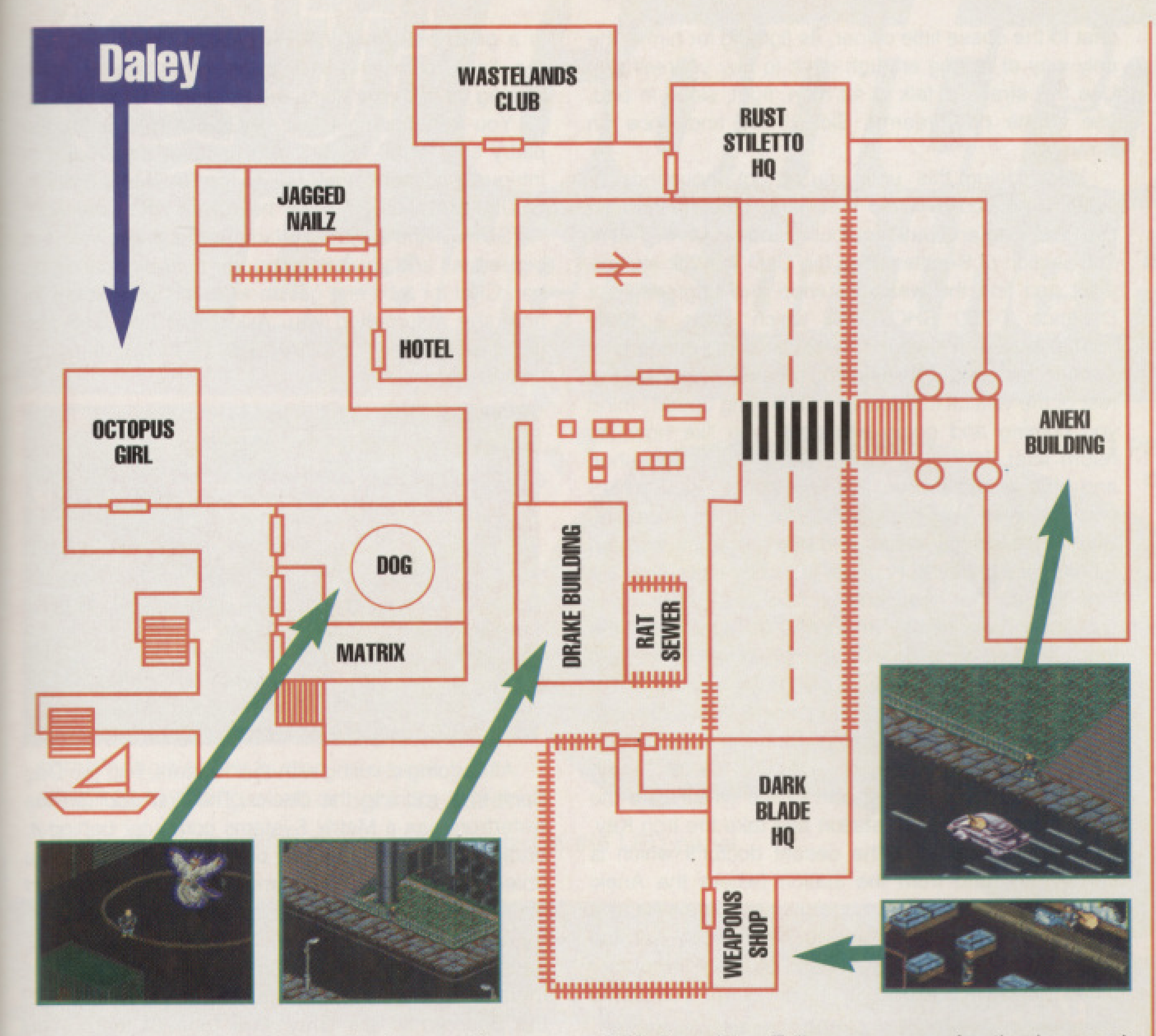
Mortal Kombat

Game Genie codes
To activate these codes you must have a Game Genie unit.
With all of the codes for this game DO NOT alter any settings on the option screens unless specified. On a two-player game DO NOT alter the handicaps for either player.
!! ALWAYS FOLLOW THE INSTRUCTIONS PROVIDED BEFORE USING CODES!!

Infinite time C98OCB94
Each round lasts twice as long D46B3DD4
Each round lasts:
90 seconds BF6637A4 & DD6B3DD4
80 seconds 6F6637A4 & DD6B3DD4
70 seconds 5F6637A4 & DD6B3DD4
60 seconds 1F6637A4 & DD6B3DD4
50 seconds 9F6637A4 & DD6B3DD4
40 seconds OF6637A4 & DD6B3DD4
30 seconds 7F6637A4 & DD6B3DD4
20 seconds 4F6637A4 & DD6B3DD4
10 seconds FF6637A4 & DD6B3DD4

Start on:
Match 2 DF6114DD
Match 3 D46114DD
Match 4 D76114DD
Match 5 D06114DD
Match 6 D96114DD
Mirror Match D16114DD
Endurance Match 1 D56114DD
Endurance Match 2 D66114DD
Endurance Match 3 DB6114DD
Code 'e': move player one handicap bar all the way to the right (11 times).

Shadowrun
Complete Solution Part One



First, roll off the slab you've been resting your fragile head on, and after bitching a bit about your toasted brain go and open the fridge, take the SLAP PATCH and the SCALPEL from one of the tables. Leave the mortuary and talk to the bloke outside, he gives you the key-words FIREARMS and HITMEN. Follow him left, right down the steps into the sewers to pick up the BERETTA PISTOL and kill that Fierce Orc, then examine his body for a LEATHER JACKET, which acts as armour. Go to the top left of the screen (near the board), stand in the shadows and talk to the mutt who tells you about the DOG spirit.

Leave the sewers and walk up the road into the Grim Reaper bar, talk to the barman and get an ICED TEA from him. Talk some more for the key-words SHADOWRUNNER, DATAJACK, HIRING and DECKER. Now chat to the bloke to the right of the bar for the key-words HEAL and STREETDOC, then give the iced tea to the guy at the table who comes up as CLUB PATRON when you point to him. Talk to him and get the key-words MARIA, TICKETS, GRINDER and LONESTAR, thank the man and leave the bar.

Enter the red brick building (the first one you come to, walking *down* the road) and go into the room nearest you, then kill anyone inside for some quick cash. Leave this building and go into the grey office block to the right of it, searching the first room for victims and taking the CYBERDECK from behind the glass partition in the second, ignore the secretary. Return to the mortuary location and open the BROKEN GATE in the fence around the fountain, then pick up the DOG COLLAR on the road. Go down from the fountain and walk until you're outside the station (there's a notice board outside) and go in the red building on the left. Examine the body in the first room (seems familiar…) and take the DOOR KEY he has, then read the memo on the table and go into the other room for some easy money killing thugs.

Now walk down the alley to the left of the station and enter the red brick building on the L-shaped screen it leads to. Use the pointer to find Apartment Six and open that door with the DOOR KEY. This Jake's apartment where you can go anytime to rest, use Karma and replenish energy after a battle. Click on the answering machine and listen to the message while you open the filing cabinet and collect 20 Nuyen, don the shades on the coffee table and examine the note next to the computer with Sassie's phone number on it.

Now check your cash, if you have 150 Nuyen or more then proceed, but if you've got less then it's back to those rooms with new shreddies in until your wallet *bulges*. Now go back to the brick building next to the grey offices on the corner and enter the room furthest from you. Talk to the bloke in the suit and get the essential keywords HIRING and NEGOTIATION,



then ask him about LONESTAR. He sells you a fake cop badge for 150 Nuyen. Use this (Jake says he tacks it onto his pocket) and check your portrait on one of the options screens to make sure you're wearing the sunglasses before returning to the mortuary and asking the mortician about GRINDER. He opens both filing cabinets, so search them for the TICKETS and a Universal Cash CREDSTICK. Go back to the outside of the Grim Reaper and walk right off the screen and enter the cemetary with the bronze

Code 'f' — '1': switch off effects after round starts then switch back on when round ends.
Codes 'm' — 's': switch off effects when supposed to fight Shang Tsung.
Start on match with Goro DC6114DD
Start on match with Shang Tsung D86114DD
Always get a flawless victory bonus 6DB53DD7
All strikes do minimal damage (two-player game) DDB134DF
Player one almost invincible (two-player game) D881494F (see above)
Almost always fight in CourtyardDD6A444AF (see above)
Almost always fight at Palace Gates CB6A44AF & DF6A47DF
Almost always fight in Warrior ShrineCB6A444AF & D46A47DF
Almost always fight in The Pit CB6A444AF & D76A47DF
Almost always fight in Throne Room CB6A444AF & D06A47DF
Almost always fight in Goro's Lair CB6A444AF & D96A47DF
Almost always fight in Bottom of PitCB6A444AF & D16A47DF
Almost always fight: Johnny Cage CBBA304F & DDBA301F
Kano CBBA304F & DFBA301F
Rayden CBBA304F & D4BA301F
Liu Kang CBBA304F & D7BA301F
Scorpion CBBA304F & D0BA301F
Sub-Zero DOBA301F & D9BA301F
Almost always fight Shang Tsung CBBA304F
These codes, for Kano only, mean the moves indicated do more ▸

gates. Shoot loads of unfiends until one of them leaves you a GHOUL BONE, then go to the crypt furthest left with the body hanging out the window and use the scalpel on the door to get in. Hint: this works on all CRYPT DOORS and some coffins have hidden cash bonuses. Talk to the INDIAN SHAMAN



after using the slap patch on him and he provides the key-word SHAMAN and gives you the essential MAGIC FETISH.

Now leave the cemetary and keep going down the road until you see some steps. Up the steps is The Cage club, but you have to give the tickets to the Heavy Bouncer troll first. Before going in, use the credstick in the videophone in the lobby and call Sassie. Chat, then ask about the key-word CALLS she gives you, hang up and call GLUTMAN. Ask his secretary about THE CAGE (she gives you the word) then go into the club. Ain't Maria grand?



Walk straight over to the fat geezer sitting on a sofa on the left below the stage, he's Glutman. Do what he tells you and end up in the CARYARDS, but at least there's a bed so you'd be well advised to save the game here before it gets very hairy.

Wander about until you've found the Arena and



chat to the obese little owner, as fighting for him is the only way of raising enough cash to buy yourself out. Use this strategy: talk to fat man, fight, sleep in bed, use karma on Firearms Skill, Body and once on Strength.

Keep doing this until you've got thousands of Nuyen and you've killed the Gang Leader, then go see The King and pay him four grand to leave. You're in a section of Seattle called the OLD TOWN, explore a bit and find the weapons shop and upgrade to a Defiance T-250 SHOTGUN which costs a hefty 15,000 Nuyen! It's worth it because some characters' armour is resistant to anything weaker, including the rest of the villains in the arena (The King doesn't mind you coming and going whenever you like now, so return later if short of cash). Go to the magic shop and chat to the owner, ask him about TALISMANS and he gives you his number for future reference. Search the display cases and buy the sharp wooden STAKE, it's pricey but comes in handy later. Now it's time to cure that headache so find Ed's Patch 'n' Fix surgery and ask him for an EXAMINATION. When the fool's finished messing with your brain talk to him and get the key-words HEAD COMPUTER and CORTEX BOMB, then shoot him for triggering it. Next, move to the station and walk straight on from the doors for the platform that takes you to DALEY. Once in the biggest, cleanest, newest part of the city, waste the two hostile Orcs on the station and take the Iron Key, then head straight for the decent doctor's which is across the road from the station (where the Aneki Building is) and down, a huge grey building next to a market square with a Dancing Hippy in it. Ask the secretary about CORTEX BOMB and pay the doctor 2,000 Nuyen to get rid of it. He offers you some



CYBERWARE and that key-word, but it's wise to wait until you're flush with cash later on before purchasing any cybernetics.

Now you've gotta get into the exclusive Shadowrunner's club called JAGGED NAILS, but first you have to prove yourself by taking out the infamous RUST STILETTOS gang. Remember the two Orcs who attacked you as soon as you got here? Well, just next to the WASTELANDS club is the alley leading to their hang-out. Get over there and waste everyone until you get to the Iron Door, then open it with the corresponding key. Best to get some rest and use some Karma points in the hotel (50 Nuyen a night) before entering and killing everyone in the gang's HQ. At the end of the first room two rock solid Orcs turn up in hard armour, and leave a crowbar when dispatched. It's probably a good idea to get some more sleep and hire a decent Shadowrunner (Norbert is a good bet) from WASTELANDS before entering the final room and killing the gang leader, then picking up and examining the Password he leaves.

You can now get into JAGGED NAILS for the paltry sum of 50 Nuyen, and uncover the wealth of intrigue it contains. First talk to the BARMAN (not the CLUB MANAGER) and he gives the key-word KITSUNE. She's the foxy lady in the green with the big red tail and you can bring her over by clicking on her. Chat for a bit and get background information on how she resurrected you. Ask about Dog and she gives you some ENCHANTED LEAVES, then it's time to leaf.



After going drinking with the 'runners, find the Dog Spirit in a room in the Docks. The first door on the waterfront has a Matrix Systems computer behind it, break it open and grab their bank account. When you enter Dog's room, he appears in a puff of smoke and asks for three objects from his followers. These are the Leaves from Kitsune in Jagged Nails (one of the earth), the Dog Collar from the dog outside the mortuary (one of creature) and the Magic Fetish from the Shaman in the Graveyard (one of man). You should have all these objects by now, so he gives you a HEAL spell and tells you to prove your friendship by killing the RAT SHAMAN for him. He's found in the sewers, which are just off the station, and are now open (such is the power of Dog!). Nothing easier than waltzing straight in and blowing the rodent-fiend away, possibly with someone like Kitsune to give you a hand, but be warned that she dies quickly if you don't keep stopping and using her HEAL spell (level six!). Seek out that canine spirit once more and he tells you what a good bloke you are, what a good shaman you are, and that you need two items that haven't rested in the earth — the meteoric paperweight found in the apartment next to Jake's back in Tenth St, and the Ghoul Bone from the cemetery by shooting ghouls until one leaves it.

Next month in the conclusion of this guide, you'll learn how to defeat the evil Dark Blade, kill the Jester Spirit and finally face your murderer...

damage.

High Punch	F3291544
Low Punch	F3211914
High Kick	062C1944
Low Kick	062C1514
Head Blow	06251934
Knee	062115C4
Crouched Kick	7A2B1134
Uppercut	562B10C4
Roundhouse	1D291034
Foot Sweep	7A261114
Flying Punch	08281534
Flying Kick	DA261044
Cannonball	9C241534
Knife	08201014

These codes all work for JOHNNY CAGE only, making his indicated moves more powerful.

High Punch	F3284134
Low Punch	F32A4944
High Kick	062C4144
Low Kick	042840C4
Head Blow	7A224534
Knee	06234144
Crouched Kick	F62249C4
Uppercut	562E4014
Roundhouse	1D2C4044
Foot Sweep	7A2A4514
Flying Punch	082B4934
Flying Kick	7A2E41C4
Shadow Kick	9C214014
Fireball	08254544
Split Punch	11254034

These codes all work for LIU KANG only, increasing damage done by the moves indicated:

High Punch	F32EC1C4
Low Punch	F32D3034
High Kick	06273114
Low Kick	062030C4
Head Blow	7A22C9C4
Knee	062D354
Crouched Kick	7A273044
Uppercut	56243934
Roundhouse	1D2ECO14
Foot Sweep	7A2F35C4
Flying Punch	08293944
Flying Kick	7A2F3914
Special Kick	9C2AC514
Fireball	0822C534

These codes all work for SONYA BLADE only, increasing the damage done by the move indicated:

High Punch	F32435CF
Low Punch	F327393F

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Street Fighter

The Level Seven End Sequences

It's Christmas and what better present than the final installment of our *Street Fighter II Turbo* guide. It's time to check out all the game's new end sequences...

CHUN-LI



With Chun-Li's victory, she finally avenges her father's death and lays to rest the ghost that's haunted her since childhood. Now she can finally put the past behind her, change her clothes and return to being a young, free and single woman.





BLANKA

When Blanka beats M. Bison, a woman from the crowd runs forward shouting 'Jimmy!' It turns out this old woman is Blanka's mother and the anklets she gave to him as a birthday present prove it — they're reunited at last!







KEN

As Ken knocks Bison to the floor, his girlfriend Eliza runs into the arena, telling him that she came to find him so they could be together. This leads to marriage and living happily ever after — don't you just love happy endings?







High Kick	902EC14F
Low Kick	9F2D301F
Head Blow	7A2D31CF
Knee	062F303F
Crouched Kick	7A24391F
Uppercut	5620304F
Roudhouse	1123C53F
Foot Sweep	7A23C9CF
Flying Punch	082930CF
Flying Kick	7A2F354F
Leg Grab	56211F67
Sonic Rings	082ECOCF
Special Kick	082930CF

These codes all work for RAYDEN only, increasing the damage done by the relevant move:

High Punch	F327C544
Low Punch	F320C5C4
High Kick	0924C1C4
Low Kick	0427C034
Head Blow	7A21C114
Knee	0626COC4
Crouched Kick	F621C044
Uppercut	5625C134
Roudhouse	9C24C014
Foot Sweep	7A29C934
Flying Punch	082FC144
Flying Kick	7A26C944
Thunderbolt	9C2E1944
Lightning	082E1514

These codes all work for SCORPION only, increasing the damage caused by the designated move.

High Punch	F32A35C4
Low Punch	F3223934
High Kick	062D4517
Low Kick	062F49C7
Head Blow	7A233114
Knee	06233044
Crouched Kick	F6274017
Uppercut	562A3914
Roundhouse	1D244147
Foot Sweep	7A2F4537
Flying Punch	082E3134
Flying Kick	7A2D4947
Harpoon	F62C3014

These codes all work for SUB ZERO only, increasing the damage inflicted by the indicated moves.

High Punch	F32A35C4
Low Punch	F3223934
High Kick	062D4517
Low Kick	062F49C7
Head Blow	7A233114

ll Turbo

ZANGIEF



As Zangief beats Bison, the ex-president of the U.S.S.R. arrives by helicopter to congratulate him. He tells Zangief that the spirit of their country overcomes all problems, and they celebrate with a traditional dance.



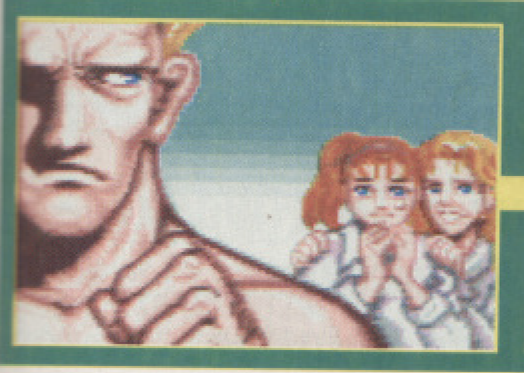




GUILE



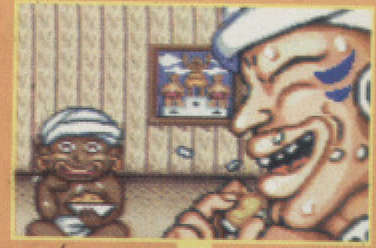
Guile prepares to end the nightmare that began years ago with Charlie, but as his fist descends on Bison he hears a voice. It's his wife and little girl Amy, who asks him to 'Come home Daddy.' Guile accepts and everyone's happy!

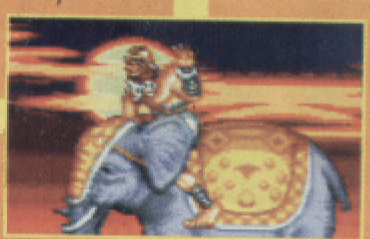




DHALSIM

After winning the tournament Dhalsim goes home to his family. When his son asks him about the picture he replies 'That's your father in his past life.'





RYU



Ryu wins the tournament but leaves before the awards ceremony. Off in search of the next challenge — glory means nothing to him, he lives for the fight alone.





E. HONDA

Does Honda stop his training now that he's won the tourna-ment? No, he still trains as hard as ever. And of course he still cooks for his pupils!



Knee	06233044
Crouch Kick	F6274017
Uppercut	562A3914
Roundhouse	1D244147
Foot Sweep	7A2F4537
Flying Punch	082E3134
Flying Kick	7A2D4947
Deep Freeze	46283034
Slide	45263534
All characters throws do more damage	56B54FOD

These codes all work for KANO only, increasing damage inflicted by move indicated.

High Punch	F3291544
Low Punch	F3211914
High Kick	062C1944
Low Kick	062C1514
Head Blow	06251934
Knee	062115C4
Crouched Kick	7A2B1134
Uppercut	562B10C4
Foot Sweep	1D291034
Foot Sweep	7A261114
Flying Punch	08281534
Flying Kick	DA261044
Cannonball	9C241534
Knife	08201014

Mortal Kombat

Action Replay

To go to the end of the game 7E0471FC & 7E0472FF

Replace X with stage number (o — b)7E00420X

Infinite energy player one 7E04B958

Player one only needs one win to go through to the next stage 7E196E02

Street Fighter II Turbo

Action Replay

Throw player one into the air 7E052FBO

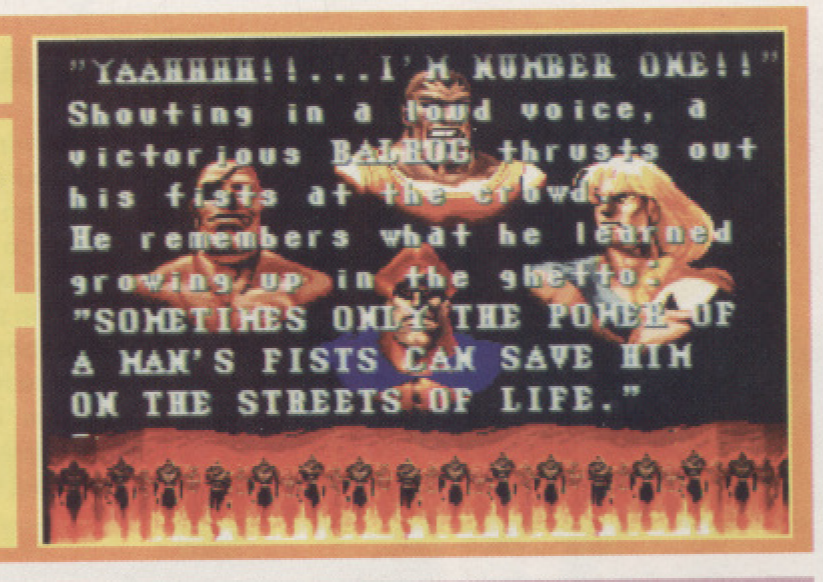
Player one dies7E053OFF

Player one drags along the floor 7EO52BBO

Replace XX with 01,02,04,08 or 10 to display different screens (ie 7E00BF10 only displays the players sprites). You can also add numbers together for other

BALROG

As the huge boxer raises his massive arms into the air, he thinks back to his childhood, remembering how fighting for his survival helped drag him out of the ghetto.



VEGA

Vega's hatred towards ugly people has propelled him to the position of the greatest street fighter in the world. In his mind, ugly people deserve no mercy so he destroys them.





SAGAT

Even in his moment of triumph Sagat can't help thinking of Ryu. He taunts the ex-champ and tells him to return when he's learned to live with defeat.

The new "King of Street Fighters" looks around for the "Wandering Warrior" who is stronger than himself. He thinks "COME BACK RYU, GET TOUGHER AND LEARN WHAT IT IS TO BE A LOSER. TODAY, HI GREAT SCAR SHOWS I HAVE LEARNED AND OVERCOME...



M.BISON

M. Bison's obsessive dream to take over the world is put into action the moment he confirms himself as the greatest warrior.

Standing with his cape flowing behind him, the "King of Destruction" watches as his armies rise up to take over the world. Under the rule of his merciless fist, whole countries will be brought under his evil organization's control, bringing death and

THE FINAL CHAPTER

If you finish the whole game on level seven without losing a credit, you receive a special ending. Instead of the characters fighting on a background, they each break a box.





THE ULTIMATE WARRIOR

Finish the game without losing a round and there's an even better ending! You get the box-breaking sequence again but after that there's a screen telling you that you've completely mastered that character. Check this out...



Join us in four weeks time for another Complete Solution.

effects, 10+04=14, 04+07=OC 7EOOBFXX
Player one plays automatically 7E05CEOO
Player two plays automatically 7E07CEOO
If player one starts bleeding it never stops 7EO9A001
Auto block 7EO54701
To see the end of the game after one level 7E18ABO1
Replace X with O-E for level select 7E188EOX

Battle Blaze

For infy credits, on the title screen press [START] and [SELECT] to get to the options screen. Hold [L], press [UP] and [X] together. Hit [L] and [Y] at the same time, followed by [DOWN], [B], [RIGHT] and [A].

Combat Tribes

In two-player mode, enter the code as 9207. Both players can now choose the same character. On the title screen, press [START] and select 'versus' mode. Enter the following codes for a great effect; 0197 1180 5093 4949 9207

Mickey's Magical Quest

On level 1.3 (the watery bit), get to the part with floating logs and a beaver — it's about half way through. Grab one of the yellow blocks just above the water. You can't swim with it, so drop it onto the beaver, dispatching the foe. Go through the hole in the stick dam and you get a free life.

■ That's all for this month see you again next issue.



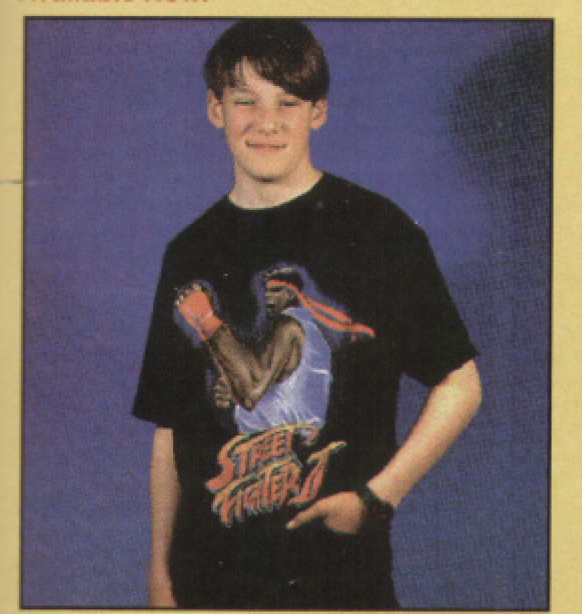
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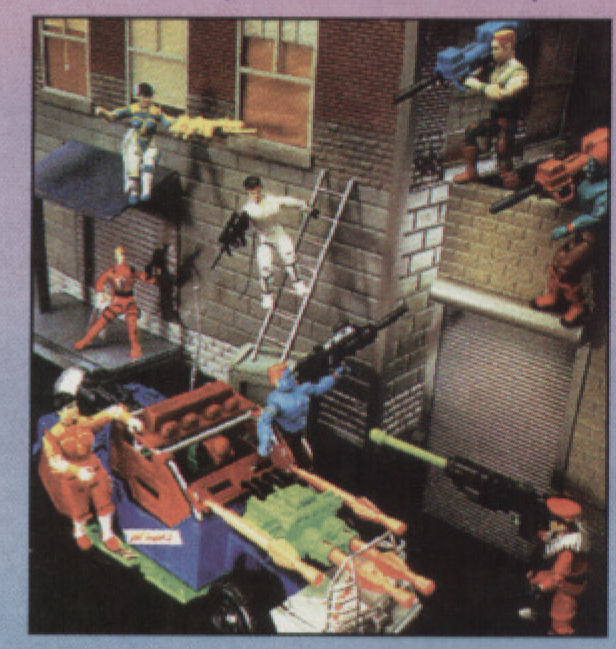
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The Guide is... every tip and code you've ever needed, the complete games directory, the place to buy, sell or swap games. For more information call 0584 875851.

The Code Collection

The biggest, most up-to-date tips collection around is back and biting. For all the tips, cheats and codes you'll ever need, look no further — they're all here. Game Genie codes are in blue, Action Replay in red.

ACTRAISER (US VERSION)

7E001D08: Unlimited energy if playing from the start.

ACTRAISER

If you've finished this great game in regular mode, try a more difficult setting. Go to the title screen and move the game icon below New Game. The word 'professional' appears, enabling you to play in arcade mode.

Another handy tip is to cause an earthquake in Kassandra after the pyramid has risen. During the rebuilding of the city, the inhabitants find a yellow heart. This increases your number of hearts during the action scenes.

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT

Take control of podgy Pugsley in the Addams mansion:
7E009503: Infinite energy

ADVENTURE ISLAND

Wait for the intro to start and press [START] for the title screen. Now press [R], [R], [X] and [START] for a level-select.

ALIEN 3

Level 2: QUESTION
Level 3: MASTERED
Level 4: MOTORWAY
Level 5: CABINETS
Level 6: SQUIRREL
Level 7: OVERGAME
7E15E264: Full energy on the Flame Thrower
7E1ODA90: Weapon fire, but does not kill anyone
7E14C604: Infinite Flame Thrower
7E15D408: Infinite Pulse rifle
7E15E264: Infinite Blowtorch
7E15DC08: Infinite Grenades
7E124499: Energy — when entering a new room you get hit once, but after that you can't be touched.
FD3644D1 More rifle clips
4D3644D1 Loads more rifle clips
DO3644D1 Less rifle clips
FD3B4F01 More grenade clips
4D3B4F01 Loads more grenade clips
D03B4F01 Less grenade clips
CD2A44A4 More ammo in rifle clips
FO233D64 More ammo in grenade clips
3C2844D4 Infinite ammo for pulse rifles
3C223D64 Infinite ammo for grenade launcher
3C253704 Infinite ammo for flamethrower
D4641D460 Take less damage
DD6D1700 Maximum energy from medical kit

ALIEN VS. PREDATOR

For all the hype, this game's a bit of a letdown in gameplay. If you're finding it tough going, try this stage-select cheat. When the title screen is up, select 'CONFIG' and open the option menu. Keeping [L], [R], [X] and [A] pressed on controller two, press [START] on controller one.

ARCANA

On the title screen press [DOWN], [SELECT], [SELECT], [X], [Y], [SELECT], [SELECT], [L], [R], [SELECT], [SELECT], [L], [R], [UP]. Select levels by pressing the following buttons:
2 — [A]
3 — [B]
4 — [X]
5 — [Y]

ASSAULT SUIT VALKEN

On the title screen hold down [L], [R] and [UP] and press [START] for infinite continues.

AUGUSTA GOLF

Augusta is a tricky course for even the most seasoned of professionals. We can't improve your swing but we can make life easier with four choice codes: L3FHPOZNGW, NXDSF3JNXF, 05TCT1SQ4B, GREBZUVSME

AXELAY

To become invincible, start as normal, and press [PAUSE] then [UNPAUSE]. Wait a second, then [PAUSE], [SELECT], [UP], [DOWN], [LEFT] and [RIGHT], [Y], [B], [A], [X], [UNPAUSE]. The lives display is replaced with 'MUTEK' at the top of the screen, confirming that the cheat's been successful.
7E0325FF: Invincibility
7E032901: Finish the level quickly

BART'S NIGHTMARE

7E013D02: Unlimited bubblegum
Guide the pointy-yellow-headed one through his own mind:
7E013D02: Unlimited bubblegum
7E093803: Infinite lives
7E013705: Infinite melon seeds

BATMAN RETURNS

To get nine lives, punch in the world famous Konami command on controller 2 at the Option Mode menu: [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], and [A].
7E008C03: Infinite lives
7E008A63: Infinite energy

BEST OF THE BEST

At the title screen press [START], and then move up to the options. Press [START] again. Now highlight the password option and press [START] again. You will see a load of numbers and letters in the top left-hand corner of the screen. Change them to: RHT255W37C.
a. 828DD409: Infinite special moves
b. DEC36D69: Start with one special move
c. D6C36D69: Start with eight special moves
d. BAC36F69: No special moves for player 2
e. D4C30DAD: Player 1 can play with any boxer (no special moves)
f. DCC30FDD: Less strength
g. DCC30FOD: Less resistance
h. DCC30F6D: Less reflexes
i. 74C30FDD: More strength
j. 74C30FOD: More resistance
k. 74C30F6D: More reflexes
l. D68FAD65: Almost infinite energy
Use this beat-'em-up's great moves to the full with:
7E0221FF: Infinite energy

BLAZEON

C2B4D4DD & C2BD64AD Infinite lives
DD6E6707 1 ship
DF6E6707 2 ships
D76E6707 4 ships
D06E6707 5 ships
D16E6707 7 ships
DB6E6707 10 ships
FB6E6707 26 ships
DF6D607 Start on Stage 2
D46D6F07 Stage 3
D76D6F07 Stage 4
D06D6F07 Stage 5
C2C7D7A7 Mars has infinite atomic shields
C2C3DF67 Neptune has infinite hyper-bombs

BLUES BROTHERS

When you get to the Denver concert, collect the eleven extra lives on offer, kill yourself and repeat the process untill your life stock is at a maximum of 99.

B.O.B (UK VERSION)

Here are the 48 level codes…
530237, 462893, 905781, 583721, 370439, 633059, 960379, 683349, 110674, 853268, 950745, 923571, 570836, 103495, 481376, 713852, 171058, 743690, 901588, 574471, 671255, 103928, 481773, 144895, 361497, 574132, 711984, 775895, 361687, 704526, 472149, 775092, 652074, 614906, 862341, 605237, 072251, 635184, 272578, 605463, 672451, 575381, 752790, 265648, 302653, 845527, 382975
This code is for the last level: 426081
3C37A7D4 Infinite weapons — except for Flame
DDCOC770 Maximum weapons on pick-up
3CC73F85 Infinite Remotes
FOA61D59 Start with 20 3-way (Weapon)
FOA61FE9 Start with 20 Flame (Weapon)
FOA61759 Start with 20 Rocket(Weapon)
FOAB1DE9 Start with 20 Bolt (Weapon)
FOAB1459 Start with 20 Wave (Weapon)
D6660DDD Start with 9 lives
4A6EOFOD Infinite lives
DOA81F89 Start with 3 Helicopter Hat (Remote)
D9A81F89 Start with 3 Floating Bomb (Remote)

BUBSY BOBCAT

Here is the complete list of level codes…
JSSCTS, CKBGMM, SCTWMN, MKBRLN, LBLNRD, JMDKRK, STGRTN, SBBSCH, DBKRRB, MSFCTS, KMGRBS, SLJMBG, TGRTVN, CCLDSL, BTCLMB, STCJDH
7E0214XX: Level select replace XX with 0-13
7E009300: Stops the animation on the water

CASTLEVANIA IV

7E13 F410: Infinite energy
7E13 F050: Infinite time
7E007C03: Infinite lives
7E13F214: Unlimited extra weapons
Before climbing the steps to meet Dracula, jump across onto the clouds and walk to the far left-hand side of the screen. You get 99 hearts, morning star, triple shot and boomerang.

COOL WORLD

7E021B03: Infinite lives
On the title screen press: [L], [LEFT], [R], [RIGHT, UP], [X], [DOWN] and then [B], allowing you to see the end sequence in the game. And complete your waste of money!

CONTRA III: THE ALIEN WARS

7E1F8C01: Bombs player one
7E1FCC02: Bombs player two
7E1F 8A63: Infinite lives (player one)
7E1F CA63: Infinite lives (player two)
7E1F 8CO2: Infinite bombs (player one)
7E1F CCO2: Infinite bombs (player two)

CYBERNATOR

For infinite continues, hold [UP], [RIGHT], [LEFT] and [START] on the title screen. You can now select 'free play' for infy continues.

For unlimited napalm, go through Level One killing nothing except the end-of-level guardian. On the next level choose a napalm flame thrower.
DBB117AF 10 credits
C2344FDD Infinite credits
62BF17AF Lasers
62BF17DF Homing missiles
62B4176F Napalm bomb
Start on:
D4BD176F Level 3.1
D7BD176F Level 3.2
DOBD176F Level 3.3
D9BD176F Level 4.1
D1BD176F Level 4.2
D5BD176F Level 4.3
D6BD176F Level 5.1
DBBD176F Level 5.2
D6BD176F Level 6.1
FDBD176F Level 7.3
FFBD176F Level 7.4
Also:
F4BD176F View failed ending
F7BD176F View successful ending

DARIUS TWIN

To get 49 ships, press [L] and [R] on the second joypad then [SELECT] and [START] on the first.

DEAD DANCE (JAP VERSION)

Action Replay codes
Fireballs don't move — 7E0B3C68
Player 1 can't move left or right — 7E0F3350
Player 1 plays Dolf — 7E0F500A
Player 2 plays Dolf — 7E0FA90A
Player 1 plays Rei — 7E0F500C
Player 2 plays Rei — 7E0FA90C
Player 1 plays Gajet — 7E0F500E
Player 2 plays Gajet — 7E0FA90E

DESERT STRIKE

If you're having trouble making your way through this tough strategy sim try these codes:
Level 2: 3ZLHZTN
Level 3: 93ZHBRH
Level 4: W8PP97Z
Level 5: W4WSP37

DIMENSION FORCE

The new magazine from Impact (only kidding):
7E021504: Infinite lives
7E020F0C: Full power. For other options, use B instead of C.

DINOSAURS

Dinosaurs (on platforms):
7E17310X: Gives player one [X] amount of lives each time Action Replay is enabled.
7E16ED05: Maximum energy for dinosaur when Action Replay is enabled. Use both the codes for invulnerability.
7E176305: Gives human player full energy. Use with the above codes for invulnerability.
7E0DF063: Sets time at 63 seconds when Action Replay is enabled.
7E1F8CXX: Gives player XX eggs when Action Replay is enabled.

DRAGON BALL 2

This cheat for playing the same character in this Japanese Super Famicom game was sent in by *Joseph Lee* of *Middlewich*.
Hold down all the buttons on joypad one ([L], [R], [Y], [B], [X], [A]) after the speech has finished. Now make a circular movement on the joypad; you hear a ringing noise indicating the cheat is activated. If you keep the buttons held down and repeat the circular movement you can access five more characters. Listen for the speech telling you the cheat is working.

DRAGON'S LAIR

7E0FF903: Infinite energy
Try these level codes:
Level 1 — 2A, 4B, 7C, 6D
Level 2 — 3B, 5C, 7D, 8A
Level 3 — 2C, 3D, 6A, 8B

EXHAUST HEAT II

This screaming hot F1 racer comes packed with a half dozen handy cheats. Grab controller 2, flip on the game and in the short while the Notice screen is showing, quickly hammer in these codes.

Rank Select

If you're not inclined to fight your way up from Class C to F1, try this cheat and pick any rank and machine. [UP], [DOWN], [LEFT], [RIGHT], [X], [B], [Y], [A], [A], [A], [A], [A], [A] and [A]. After selecting your machine, you can even save at the menu Screen so you can start playing with F1 aces in a top class machine from the start.

F1 Course Select

For this trick, you have to have F1 data saved. (No problem!). Just use the above cheat, reset and try this code.) While the Notice Screen is up, hammer in [A] four times and [B] fourteen times.

Shoot for individual course time records! [UP], [X], [RIGHT], [Y], [DOWN], [B], [LEFT], [A] and [A]. You get the choice of any machine so you should be able to put some decent numbers.

Sound Test Mode

Check out the cool sound effects and rockin' tunes with the cheat. [L], [R], [L], [R], [L], [R],[L], [R], [L], [R], [L], [R] and [R].

Extra Shooter Game

Surprise, surprise! If you get tired of hardball driving, try your hand at a couple of prehistoric games included in this racer. The first is a two-player shooter duel that looks like a museum piece. Just key in [Y] four times and [X] twice.

Rotten Wall Game

Here's another diverting classic! Key in [X] four times [Y] twice for a *Pong*-style 2- or 4-player battle with breakable blocks in the way a la Breakout.

FLYING HERO

7E005903: Infinite lives
7E005A03: Infinite bombs

F-ZERO (UK VERSION)

7E11 5000: Always finish first!
7E00 CA08: Infinite power
7E00 5902: Infinite lives
7E0C F301: Infinite turbo boosters
7E00 CA08: Infinite power
7E00 5908: Infinite lives

To get a boost from the starting line hold down the accelerator. As soon as the race begins, pull out in front of your competitor. He slams into your back, giving a whopping boost forward.

In Port Town II, get a superjet and head to the left after crossing the starting line. Activate the superjet before you get to the jump ramp and quickly angle to the right to jump to the opposite side of the track.

For a power-up, go to the flashing patch on the track, get on top and ride across it. A spaceship refills your energy so you return to the game.

F1 EXHAUST HEAT

For extra cash, go to the select-player screen and enter **SETAUSA**. This gives you $10,000 when you start the game.

When you're at top speed press [L] and [R] for a superboost up to 400kph.

FACEBALL 2000

Here's a great way to skip from level one to level ten. At the end of level one turn around and face the wall, then shoot it to open a secret room containing an orb. Use the orb to reveal the exit to level ten.

On the title screen press [L], [R] and [START] together for a secret game. Do the same on the game-select screen for a life/level-select.

7E0BD103: Infinite lives
7E035201: Next tag opens exit regardless of how many tags made so far
7E03CEXX: Where XX is a level number, this is a level-select. Must switch off Action Replay after level has been reached.

FATAL FURY

Go to Street Fight mode. Player one chooses either one or two players. Now press [DOWN] on controller two and you have a new range of dead hard characters to choose from.

FINAL FANTASY 2

7E200803: Loads of hit points for player one
7E208803: Loads of hit points for player two

FINAL FIGHT (US VERSION)

7EOD 6EO5: Infinite lives
7EOD 1450: Infinite energy

To get a hidden options screen with difficulty-select and sound test, hold down [L] and [R] and press [START]. Now go to exit and press [B] for the options to take effect.

FINAL FIGHT 2

7E106D8D: Player 1 keeps full energy bar
7E11258D: Player 2 keeps energy bar at full
7ED86399: Stops time from counting down
7E10A2FF: Player 1 starting lives
7E115AFF: Player 2 starting lives
7E10260F: Grab the enemy, jump and then attack to destroy him. Only Haggar can do this. Do not use this method on the bosses.
7AE105BXX: XX changes the players colours (player 1)
7E1113XX: XX changes the players colours (player 2)
7E1079FF: One hit is needed to kill the enemy (player 1)
7E1131FF: Only one hit is needed to kill the enemy (player 2)
7E1003XX: Player 1 select character — OO=Haggar, 01=Maki, 02-Carlos
7E1OBBXX: Player 2 select man — 00=Haggar, 01=Maki, 02 Carlos

FINAL FIGHT GUY

On stage four, walk up and down in front of the white dog for more energy.

FIRE POWER 2000

7E609A63: Infinite lives for the Jeep
7E60D607: Level 7 powerup for bullets for the Jeep
7E60DAO7: Level 7 powerup for Jeep's Flame Thrower
7E60DE07: Level 7 for Plasma for the Jeep
7E60E207: Level 7 powerup for Jeep's Laser
7E60E607: Level 7 powerup for Ionic for the Jeep
7E60DF07: Level 7 powerup for Super Weapon for the Jeep
7E609C63: Infinite lives for the Helicopter
7E60D807: Level 7 powerup for bullets for the Helicopter
7E60DCO7: Level 7 powerup for Helicopter Flame Thrower
7E60E007: Level 7 powerup for Plasma for the Helicopter
7E60E407: Level 7 powerup for Helicopter Laser
7E60E870: Level 7 powerup for Ionic for the Helicopter
7E60E807: Level 7 powerup for Helicopter Super Weapon

GEORGE FOREMAN'S KO BOXING

Timer goes slower: 566DO7DD
Timer goes faster: DC6DO7DD
Infinite Super Punch (after pickup): 6D25A704
Both players start with half energy: 4D6CD70D
All damage afflicted affects opponent (you may still take a very small amount of damage)
C22AAD04+572AAD64+622AA464+57AA4A4

GODS

Here are some handy codes to help you through.
Temple: SDI
Labyrinth: MGB
Underworld: BMH
7E01DBOX: Gives X lives
7E0156FF: Over 65000 money
7E0157FF: Infinite energy
1DE731E8 Shield lasts until end of level at least
C269C1EB Infinite lives
A28435EC Items you can afford in shop are free
DF3C4073 Start with 2 lives
D93C4073 Start with 6 lives
DB3C4073 Start with 10 lives

GHOULS 'N' GHOSTS

7E14BC00: Continually jump
7E0458XX: Jump duration (values between 0-7F). The lower the number the longer the jump. Try F for a double jump and 7F for a tiny hop!
7E044DOX: Direction of jump, X=0 — right, X=1 — left
7E14F201: Frozen solid while replay enabled
7E14D501: Stops legs being animated when walking
7E028DOX: Select level 1 — i.e. to select level 6 X=5
7E028FOX: Select area, X=O start of level, X=1 middle of level
7E02A402: Infinite lives
7E02A70X: Minutes left
7E02A80X: Tens of seconds left in time
7EO2A901: Infinite time (seconds)
7E044AOX: Shield hits allowed before death
6E02AEOX: Armour
X=0 — No armour
2. bronze
1. Steel
4. Gold

The armour is lost once you are hit. (7E14BA04 selects the gold armour as well, but doesn't give the magic meter)

7E02B800: Slow motion even on standard joypad while holding down [START]
7E14D30X: Select weapon X
X+0 - Lance
1. Flaming lance, 2. Dagger, 3. Magic dagger,
4. Crossbow, 5. Magic crossbow, 6. Scythe,
7. Magic scythe, 8. Torch, 9. Magic torch
A. Axe, B. Hefty axe, C. Tri-blade, D. Shuriken,
E. Enchanted, F. Bracelet (fireballs)
7E14CFOX: Select magic spell regardless of current weapon
X= Thunder, 4. Shield, 1. Fire Dragon, 5. Lightning, 2. Seek, 6. Nuclear, 3. Tornado
7E14F001: Instant magic, when used with the gold armour and the shield spell, gives you a shield of invincibility. (&E02AEO4, 7E14CF04)
7E1A9BOO: Throw unlimited lances
7E1A9C00: Throw unlimited flaming lances
7E1A9D00: Throw unlimited daggers
7E1A9E00: Throw unlimited magic daggers
7E1A9F00: Throw unlimited crossbow bolts
7E1AA000: Throw unlimited magic crossbow bolts
7E1AA100: Throw unlimited scythes
7E1AA200: Throw unlimited magic scythes
7E1AA300: Throw unlimited torches
7E1AA400: Throw unlimited magic torches
7E1AA500: Throw unlimited axes
7E1AA600: Throw unlimited hefty axes
7E1AA700: Throw unlimited tri-blades
7E1AA800: Throw unlimited shurikens
7E1AA900: Throw unlimited enchanted fireballs
7E02950a 7E02960b7E02970c: Score, made up as 'abcdef'
7E02980d 7E02990e 7E029AOf 7E14D101: When on top of a wall you can walk off and stay at the same height. (When walking the ground falls)
7E14C301: When action replay is enabled, everytime you jump the ground moves to the height of your jump. To fall back to earth, disable the action replay (this differs from 7E14D1 in that you don't have to jump onto a wall first)
7E0494XX: First weapon thrown speed
7E04D5XX: Second weapon thrown speed
7E0516XX: Third weapon thrown speed

In the above, when using daggers you must alter all of them, but when using lances, change only the first two. If when using daggers you just change 7E0494 then the next two daggers will be the same speed as normal. XX should be 00 to 7F: the higher the value, the faster the throw.

GRADIUS III

To get extra weaponry, pause and press [UP], [UP], [DOWN], [DOWN], [L], [L], [R], [L], [A] and [B].

For 29 extra lives per credit, go to the title screen and hold [DOWN] and [LEFT] diagonally on the joypad while pressing [A] three times.

To access arcade mode, go to the options screen, place the cursor on difficulty setting and press [A] as fast as possible — use autofire if you've got it.

For extra credits, push [X] repeatedly at the title screen. If you don't hit [START] before the title screen disappears, do it again. To get 30 lives go to the top the title screen and press [LEFT], [A] three times, and [START]. Please note, this cheat won't work in conjunction with the extra-credit cheat!

DD8B6DA4 1 life
DF8B6DA4 2 lives
D78B6DA4 4 lives
DO8B6DA4 5 lives
D68B6DA4 9 lives
DE8B6DA4 16 lives
F38B6DA4 31 lives
3C8EDDD7 & 3C8EDD07 Infinite lives
DFCEDFOD 1 credit
D4C3DFOD 2 credits
D1C3DFOD 6 credits
D5C3DFOD 7 credits
D6C3DFOF 8 credits
DBC3DFOD 9 credits
C2276DDD Infinite credits
PFBBA766 Makes Earwing Scorpion easier to kill
DFB16F6C Makes Bubble Brain easier to kill
3C290704 & 3C290764 Weapons status gauge remains at current level after a weapon is selected
CBAFD7AD & DFA4DDD Enemies shoot at you more

HOLE IN ONE GOLF

7E10A102: You get a hole in one every time

HOOK

This cheat enables you to build up loads of extra lives. When you get to level 5, at the start of the level fall down the first chasm on the right. Notice Tinkerbell at the bottom of the pit; walk across to the right and you'll see a 3-up and a leaf. You have to go underneath the rocks to reach them. Then, when you've collected this, die and repeat the same procedure until you have built up enough lives.

HUMAN GRAND PRIX

7E0C49OF: Infinite tyres
7E0C4DOF: Infinite brakes
7E0X2FOF: Infinite wings

When you have qualified for the race but still find yourself at the back of the grid, simply press [SELECT] and [B] to change your situation — you'll be in pole position!

HUNT FOR RED OCTOBER

7E14D502: Infinite mines
7E14E721: Unlimited stealth

HYPERZONE

To access a sound test press [L], [R] and [START] on the title screen; to access the music press [A].

JAKI CRUSH

Just type in a row of fives (5555…) and start the game. You'll start with more than 840 million points and a whole bunch of balls. (The onscreen ball count shows 21, but there are actually 33 — the game counts in hexadecimals.) Other great passwords include '4444444Y', '6666666C', '8888888S', 'CCCCCCCS' and 'KKKKKKKS'.

7E1C62XX: Replace XX to get any number of lives
7E1C6202: Infinite balls

For 84 extra balls type in the password as 88888885.

JAMES BOND JR

Try these level codes:
Level 3: 0007
Level 4: 3675
Level 5: 9025
Level 6: 1813
Level 7: 3353

JOE AND MAC

7E08 1A92: Infinite boomerangs for Joe
7E08 5A92: Infinite boomerangs for Mac
7E08 1AA3: Infinite fire for Joe
7EO8 5AA3: Infinite fire for Mac
7E08 1AC4: Infinite stone wheel for Joe
7E08 5AC4: Infinite stone wheel for Mac
7E08 3501: Infinite keys for Joe
7E08 7501: Infinite keys for Mac
7E08 6202: Infinite lives for Mac

To exit a level you've already completed, [PAUSE] and [SELECT].

JOE AND MAC 2

7E004202: Infinite lives

JOHN MADDEN'S FOOTBALL '92

For anybody out there who's been mad enough to buy this horribly nasty conversion, here are some codes.
Buffalo: BBBF7G7CNR, BBBF78JF1M
Chicago: BBBF8C8JJS, BBBF8H42YP
Cleveland: BBBDDGT4N8, BBBDDN4HBP
Dallas: BBBFDP7ML5, BBBFD75N6I
Denver: BBBM6RFLST, BBBM626M75
Green Bay: BBBKCLKTFT, BBBKC9YMGY
Houston: BBBLCT7WTZ, BBBLC20XW6
Indianapolis: BBBNBNJTUR, BBBNB5LBCJ
Miami: BBBMGSS254, BBBMGW52C3
New Orleans: BBBNKYJOWY, BBBNK591Y5
New York: BBBFV21HMS, BBBFWWBKRT
Pittsburgh: BBBGY3STO4, BBBGY47J5L
Seattle: BBBKY96X15, BBBKZURZML

For a super-closeup of the crowd hold down any button and press [START]. As other screens appear, keep holding the button. Don't worry if the screen goes blank, a close-up of one of the fans appears. To get back to the action let go of the button!

KABLOOEY

Level 17: DBVG
Level 18: DPLL
Level 19: DJSK
Level 20: GBTF
Level 21: JRPN
Level 22: GBMF
Level 23: PBSS
Level 24: WPRG
Level 25: LFBG
Level 26: CVFF
Level 27: LPJC
Level 28: DBTG
Level 29: WGGD
Level 30: TJMG

KIKI KAIKAI

If you're finding it too difficult to get ahead, try this stage-select cheat. At the character-select screen, move the selection cursor to the desired character. Keeping [X] and [Y] pressed, press [A] four times, [B] four times, and then [A], [B], [A], [B], [A], [B], [A], [B], and [START]. The stage-select screen comes up. Choose the stage you want to play then start!

KING ARTHURS WORLD

Action Replay codes for infinite:
Archers: 7FFF1319
Knights: 7FFF1114
Soldiers: 7FFF1514
Barrel Men: 7FFF0D19
Engineers: 7FFF0F19
Good Wizards: 7FFF1709
Dark Wizards: 7FFF1909
Health Spells: 7FFF2104
Strength Spells: 7FFF2304
Shield Spells: 7FFF2504
Meteor Spells: 7FFF2B04
Stun Spells: 7FFF2D04
Fireball Spells: 7FFF2F04
Storm Spells: 7FFF3104
Apocalypse Spells: 7FFF3304

KING OF THE RALLY

While the Round demos are running, just tap in [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B] and [A] on controller 1. You hear a sound if it works. Select the round by pressing [UP] or [DOWN] and [START].

If you find you're running out of fuel while racing, pause the game with [SELECT], and key in the above. Your fuel tank is instantly replenished.

KRUSTY'S SUPER FUN HOUSE

Enter the password **JOSHUA**, with a space before and after. This enables you to exit a section without completing it — simply go back to the door and push [UP]. If you repeat this on every section, you can see the game's finale.

The next cheat helps you round up the rats in a room quickly. In any room where Krusty has at least two moveable blocks, place the first block next to a wall. Now wait until the rats cross the block and are between the wall and the block. Stand on the block and release the second block, trapping the pesky rodents. Make sure that the area between the blocks and the wall is the size of another block because then the rats compress into a single rat.

Level 1: BARTMAN

Level 2: SMITHERS
Level 3: SNOWBALL
Level 4: JEBEDIAH

KRUSTY'S SUPER FUNHOUSE (UK VERSION)

Here are five level codes for this brainteaser:
Level 1: HI KIDS
Level 2: SKINNER
Level 3: SCRATCHY
Level 4: BARTDUDE
Level 5: BOUVIEZ

LAGOON

7E052901: Infinite money
D42D6D6C Gold at 612
D92D6D6C Gold at 1,380
D62D6D6C Gold at 2,148
4D2D6D6C Gold at 8,292
912D6D6C Gold at 22,116
D422040C Start on lev 2, MP=8/8, HP=17/17, EXP 0/40
D722040C Start on lev 3, MP=10/10. HP=23/23, EXP=0/90
DO2204OC Start on lev 4, MP=12/12, HP=28/28, EXP 0/170
D922040C Start on lev 5, MP=19/19, HP=36/36, EXP 0=280
1BB5D769 Use with codes below
DFB5D7A9 + 3CB6DDD9 Get 1 gold piece for each creature killed
10B5D7A9 + 3CB6DDD9 Get 100 gold pieces

LEMMINGS (UK VERSION)

Hold down [L], [R], [SELECT] and [START] for a level-select. Here are the codes for every infuriating level...

Fun level

2: FWKQCJK
3: TWXZKRM
4: JPJXFVW
5: KTJGTJK
6: HGNNNPX
7: MLLBCPQ
8: XBVCKLL
9: JWGWBBK
10: JJGKQPH
11: PWKZSXL
12: GGWWFXR
13: JPVSDSC
14: QSPRKMK
15: BXCHLQS
16: VDGQWSX
17: QGNLNFM
18: DNPFNQR
19: FQKKFHL
20: RMHDGBX
21: ZGBVCXV
22: ZXBLWZK
23: HTLDXLB
24: ZDGHTWD
25: CFHXPSM
26: PZBXCXB
27: CWLGDPT
28: WDNLSMJ
29: WBZWWCB
30: WXRRTMV

Tricky level

1: SVZFJVM
2: BNLDXVC
3: FNGWLWW
4: RWHTQBK
5: GGVSQDZ
6: RTWHNTC
7: PBMBPFD
8: GTGCDKQ
9: KSRXKVK
10: TBHLCRC
11: XVJKXBQ
12: TMRSZMF
13: CVSDHLF
14: WXLBJBP
15: WZNFLWF
16: FVMTNWW
17: VVDRGWD
18: SRXBPPV
19: GRZHRPP
20: XTMWFCP
21: FLMTVPM
22: KSGVVWK
23: ZBPPBXG
24: WHCHBQV
25: LHDPGNV
26: HULXXTH
27: STVNDPK
28: JFTQVSX
29: SKKWSZD
30: SFLQQWR

Taxing level

1: LGJMTCD
2: BWNQXRZ
3: WGHQVRF
4: NRQKFRC
5: QRXZLSC
6: VGPDDWR
7: HPKBCCX
8: DSWLCTG
9: GWGCJHK
10: TNJVCGD
11: XKBFSBD
12: VKKCSFV
13: SJKNWWS
14: DQDGCBX
15: QTVGPTH
16: PFFFLPS
17: BPNRSMC
18: JLGKBCZ
19: PCVKZVR
20: QNWFKVZ
21: NTHZDKK
22: XQZSRDT
23: PTPMJDV
24: LXTZBHP
25: RLQGWSX
26: MHKNCDK
27: KWGCKWD
28: RKVHCBS
29: MGVJBKZ
30: QGSMMDM

Mayhem level

1: KKXSKFK
2: NNBLXNL
3: JCPMTPC
4: TNPPCLS
5: RCPKPMD
6: GXZTLVK
7: LSWHNHR
8: SDRMFLF
9: HSHQXPK
10: CHBMWRT
11: LNRGMXC
12: WPSKBXN
13: LPBDVJJ
14: BGMLGSS
15: CZLMVGD
16: KVXLSQH
17: CQSSXRQ
18: MVRPMQJ
19: PMXDHBP
20: TWQBCXL
21: WVVFXWB
22: BSLMGQZ
23: MGGLXSF
24: DXBZRVX
25: BWQNKVK
26: RTBGJWD
27: HMGDJCQ
28: QZTJHSV
29: CQLRCHF
30: GNNBJWV

LETHAL WEAPON

7EOD2830: Unlimited time

7E022606: Unlimited shields
7E021E66: Infinite ammo

LOST VIKINGS

7E04 0202 7E04 OA02 7E04 1202
Enter this code for infinite flame arrows for Baleog
7E040AOB

MAGIC SWORD

7E0431A0: Player energy
7E042304: Captives energy
Go to the options screen and go to the exit with joypad one. Now press [L], [R] and [START] on joypad two for a level-select.

MICKEY MOUSE

7E02B104: Unlimited energy
7E037202: Unlimited lives
7E035F05: Unlimited time
7E02C101: Magic costume from the beginning
7E02C201: Fireman from start
7E02C301: Choice of fireman, magic or climbing gear from start
7E02B920: Infinite water energy
7E02B720: Infinite magic energy
7E02B501: Magic costume that uses half power
7E02B601: Fireman costume that uses half power
7E02A909: Gives 90 coins at the start, and every tenth coin afterwards is 100
7E02AB0X: Start from chosen level (0 for 1, 1 for 2 etc). The Action Replay must be disabled at the end of the last level and enabled at the begining of the new one.
7E02AC00: Start from sublevel

MOLE PATROL

7E07AFAA: Infinite time (switch Action Replay off between levels)

MORTAL KOMBAT

Action Replay codes
Infinite Time: 7E012690 + 7E03S67S
Fight in slow motion: 7E03B023
Player 1 fights as Reptile: 7E02C101
Player 2 fights as Reptile: 7E02C102
In the endurance match, if you 'perfect' the first opponent, kick the second character immediately as they jump onto the screen and they die automatically. Wondering how to find the elusive REPTILE? He's the guy in green who pops up to give you cryptic clues. Well, if you can do a double flawless and finish with a fatality on the pit stage, you go down to the bottom of the pit and fight the green warrior!

MYSTICAL NINJA (US VERSION)

7E1AB002: Lives player one
7E1B6002: Lives player two
7E009699: Infinite time

MYSTICAL NINJA

7EOO 9695: Infinite time
7E1A AF90: Infinite money (Kid Ying)
7E1B 5F90: Infinite money (Dr Yang)
7E1A B099: Infinite lives (Kid Ying)
7E1A AA99: Infinite power (Kid Ying)
7E1B 5A99: Infinite power (Dr Yang)
7E1A B299: Infinite energy (Kid Ying)
7E1A BA99: Infinite bombs (Kid Ying)
7E1B B699: Infinite bombs (Dr Yang)
7E1A B602: Infinite Yokohama Yoyo for Kid Ying
7E1B 6602: Infinite party whistle for Dr Yang
7E1B 000A: Infinite sandals x 10 (Kid Ying)
7E1B BOOA: Infinite sandals x 10 (Dr Yang)
Here's a list of the passwords for each Warlock Zone. Codes vary depending on the character chosen.

Zone	Kid Ying	Dr Yang
1 — Ghost	TXZZKZ	K4HJVJ
2 — Statue	8HXXX	Z+PLQH
3 — Park	/jk232	Z+2HQH
4 — Otafu	7GRvov	+ZK696
5 — Ninja castle	XTtttW	33B8D8
6 — Mountain	Z+nHTH	TXrZyZ
7 — White mirror	33t8G8	RMTYyY
8 — Princess	4Kmy7y	MRDjlj
9 — Final story	JP2m5m	RmdV5Y

To get a sneak preview of the end sequence, try one of these juicy codes. They put you on the last level with full armour and loads of lives. The first one's for Dr Yang and the second for Kid Ying.
;1!Y8 +88Hz 8Hx6D q?8KR ZPD1X 8:!DP +
qJ#;b ;9"vB rrHyv :wbt& "2yPv bj#vy v

NBA ALL STAR CHALLENGE

123B3FOD Player 1 cannot score on 1-on-1, free throw or tournament stages
A238340D Player 2 cannot score on 1-on-1, free throw or tournament stages
A2391FOD & A237176D Player 1 cannot score in 3-point shootout
A23F176D & A23D1FAD Player 2 cannot score in 3-point shootout
These codes work on 1-on1 and 1-on-1 Tournament modes only:
A2C63F07 & 6DC63DA7 Stop shot clock
DFC334D7 & D4C33DA7 12-second shot clock
DOC334D7 & D6C33DA7 48-second shot clock — after the 1st clock

NHLPA HOCKEY

Here are codes for the final rounds of the game:
Minnesotta V Washington
H5J3V79RM4ZVHW2P
Winnipeg V New Jersey
H5L19CY59FPZPT22
Buffalo V St Louis
BN7Y34ZSP46DIT4R
Washington V Los Angeles
DHYLKFDGB0B402SP
Quebec V Vancouver
HZ2B48N9HY55MK8W
Chicago V New Jersey
HFPY7KLT9VXYCFV1
New Jersey V Toronto
C4Z358NMFJG3JMK0
Calgary V Montreal
FZV795XCZ344SNSM
Boston V Chicago
B14J9LOYLTCP9LDS
Vancouver V Quebec
G75X97V90T0M6MNY
Vancouver V Boston
HFNB55PZ9WLTMZSM
Edmonton V Buffalo
HL61CRJ3NX49PT3X
Boston V Minnesota
B17F5MF0ZG238V8F
Winnipeg V New York
HTPTRGHGWB79VHZP
Detroit V Buffalo
FFB1LC1K10YZW0V2

OUT OF THIS WORLD

Level codes are:
1: FXLC 2: KLFB 3: DDRX 4: HRTB 5: BRTD
6: TFBB 7: TXHF 8: CKJL 9: LFCK

PAPERBOY 2

To make your route harder go to the options screen on the player-selection screen and enter 6479 by pressing [RIGHT] on the joypad.

PARODIUS

For full power and options, pause the game, and then press [B], [B], [X], [X], [A], [Y], [A], [Y], [UP], [L] and [START]. This can be used only once per stage.

To become invincible, pause the game, press [L], [R], [UP], [X], [R], [A], [L], [Y], [DOWN], [B], [A], [Y], [A], [Y], [R] and [START]. To quit invincibility (if you must), use the suicide command.

For three Super Bombs, pause the game, and press [X], [X], [X], [B], [B], [Y], [Y], [Y], [A], [A], [A], [L], [R], and [START].

To commit hara-kiri — suicide — enter the now-familiar Konami command. Pause the game, press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A] and [START]. Kablooey! You're dusted the same way by substituting [L] and [R] respectively for [L] and [R].

And the best cheat of the lot: stage-select and invincibility. At the player-select screen, move the cursor to Big Viper and press [UP], [L] and [X] together and hold for 15 seconds — the stage-select screen pops up. Choose a level and press [START]. For invincibility fully powered-up and fitted with all options, set 'MUTEK' to 01.

PILOTWINGS

Flight Area 2: 985206
Flight Area 3: 394391
Flight Area 4: 520771
Secret Command 1: 108048
Flight Area 5: 400718
Flight Area 6: 773224
Flight Area 7: 165411
Flight Area 8: 760357
Secret Command 2: 882943

PIT FIGHTER

7E1124A0: Unlimited energy

POPULOUS

To warp to any stage, choose a conquest game and select the pause icon. Move the cursor to the world map and hold down [L] and press [A]. Next, hold down [R] and press [Y], [B], [X], [A] and [SELECT]. Release [R] and select Armageddon. Enter the setup menu and choose Conquest. Inside the Conquest menu, press [X] and [B] to select any level.

To get full power, press [A] then [B], hold [LEFT] and press [RIGHT], press [A] [B] [X] in that order, and hit [SELECT].

PRINCE OF PERSIA (JAPANESE VERSION)

7E05 0805: Infinite energy — if you fall on spikes or anything similar, move the switch to the inactive position (on the cartridge). This enables you to restart.

PRINCE OF PERSIA

Here's a list of leve codes...
1: J5G3KPA
2: ATAKAZL
3: JZC1IJ4
4: Y3NAQN4
5: JETA5B4
6: QFZ5C3W
7: 4NV55AJ
8: A1SV5QZ
9: 4U3VAU6
10: INEZYNG
11: RLOZI1V
12: 3CD4W3C
13: NWJPILY
Go to the password screen and enter SPECIAL; when it's rejected, cancel it and start again. Now pause and press [B], [Y], [UP], [DOWN], [LEFT], [RIGHT], [L] and [R]. If this is done correctly you'll hear a noise. Now hold [START] and press [SELECT] to get a level select.
Freeze timer: 6D320FA1
Start with two health points: D43004A5
Start with four health points: D03004A5
Start with five health points: D93004A5
Start with six health points: D13004A5
Start with seven health points: D53004A5
Start with eight health points: D63004A5
Start with nine health points: DB3004A5
Start with 15 health points: FD3004A5
Non-fatal injuries do no damage: BAA6ADA5
Non-fatal falls do no damage: 43C96D61
Non-fatal falls do more damage: D4C16701
Falls do no damage (except onto spikes): 6Dc06701
All enemies have one health point:
C260A701+DF6CDFA0
all enemies have two health points:
C260A701+D46CDFA0
All enemies have three health points:
C260A701+D76CDFA0
All enemies have four health points:
C260A701+D06CDFA0
All enemies have five health points:
C260A701+D96CDFA0
All enemies have ten health points:
C260A701+DC6CDFA0
Enemies drop dead immediately: BA69ADA1
Start on level 2: DFB7D46E
Start on level 3: D4B7D46E
Start on level 4: D7B7D46E
Start on level 5: D0B7D46E
Start on level 6: D9B7D46E
Start on level 7: D1B7D46E
Start on level 8: D5B7D46E
Start on level 9: D6B7D46E
Start on level 10: DBB7D46E
Start on level 11: DCB7D46E
Start on level 12: D8B7D46E
Start on level 13: DAB7D46E
Start on level 14: D2B7D46E
Start on level 15: D3B7D46E
Start on level 16: DEB7D46E
Start on level 17: FDB7D46E
Start on level 19: F4B7D46E
Start on level 20: F7B7D46E

PUGSLEY'S SCAVENGER HUNT

a. DDEDD76D: Start with one heart
b. DFEDD76D: Start with two hearts
c. DOEDD76D: Start with five hearts (only shows three)
d. C9CC44AD: Infinite hearts
e. DDEDD40D: Start with four lives
f. DBEDD40D: Start with 16 lives
g. 7DEDD40D: Start with 64 lives
h. DDB61FA7: Infinite lives
i. D9C9476D: Each dollar worth five
j. 49C9476D: Each dollar worth 25
k. DDBOC767: 100 dollars brings no reward
l. D4BOC767: 100 dollars gives two extra lives
m. 3BA537D4 & D9A53704: Jump higher
n. 3BA537D4 & D5A53704: Jump a lot higher
o. 3BA537D4 & DBA53704: Jump even higher

PUSHOVER

Try these level codes for the entire 100 levels of the game!
Level 1: 00512, Level 2: 01536, Level 3: 10124, Level 4: 03072, Level 5: 03584, Level 6: 02560, Level 7: 02048, Level 8: 06144, Level 9: 06656, Level 10: 07680, Level 11: 07168, Level 12: 05122, Level 13: 05634, Level 14: 04610, Level 15: 04098, Level 16: 12290, Level 17: 12802, Level 18: 13826, Level 19: 13314, Level 20: 15362, Level 21: 15878, Level 22: 14854, Level 23: 14342, Level 24: 10246, Level 25: 10758, Level 26: 11782, Level 27: 11270, Level 28: 09222, Level 29: 09734, Level 30: 08718, Level 31: 08206
Level 32: 24590, Level 33: 25102, Level 34: 26126, Level 35: 25614, Level 36: 27662, Level 37: 28174, Level 38: 27150
Level 39: 26638, Level 40: 30734, Level 41: 31246, Level 42: 32270, Level 43: 31758, Level 44: 29726, Level 45: 30238, Level 46: 29214, Level 47: 28702, Level 48: 20510, Level 49: 21022, Level 50: 22046, Level 51: 21534, Level 52: 23582, Level 53: 24094, Level 54: 23070, Level 55: 22558, Level 56: 18494, Level 57: 19006, Level 58: 20030, Level 59: 19518, Level 60: 17470, Level 61: 17982, Level 62: 16958, Level 63: 16510, Level 64: 16511, Level 65: 17023, Level 66: 18047, Level 67: 17535, Level 68: 19583, Level 69:

20095, Level 70: 19071, Level 71: 18559, Level 72: 22655, Level 73: 23167, Level 74: 24191, Level 75: 23679, Level 76: 21631, Level 77: 22143, Level 78: 21247, Level 79: 20735, Level 80: 28927, Level 81: 29439, Level 82: 30463, Level 83: 29951, Level 84: 31999, Level 85: 32511, Level 86: 31487, Level 87: 30975, Level 88: 26879, Level 89: 27647, Level 90: 28671, Level 91: 28159, Level 92: 26111, Level 93: 26623, Level 94: 25599, Level 95: 25087, Level 96: 08703, Level 97: 09215, Level 98: 10239, Level 99: 09727, Level 100: 44543

Q*BERT

Go to the options screen, press [L] and [R] and let go. A programmer screen appears and by pressing select you can change the background. Press [START] to return to the options screen. It's a wacky cheat but fun to try out!

RAMPART

If you want to test your mettle on the Viking stage enter **H PPYJ Y**. If you're lucky enough to own an Action Replay cartridge enter 7E0A5A03.

RANMA 1/2

In two-player VS Mode, you can access any character — even Happosai, a wrinkled old geezer who's harder than nails. Choose VS Mode, then any two characters. At the stage-select menu, press [R], [X] and [A] together. The debug menu comes up and you can freely choose competing characters.

To play yourself, hold down [L] and [R] and press [UP] on control pad one, then press [START]. To enter configuration mode, hold down [L] and [R] on both joypads and select two-player at the main menu. You can choose all the players including Happy (the bonus-stage dude!) and alter the players' stats. Press [SELECT] to change the scenery.

To select any of the eight players, go to one-player mode, hold [L] and [R] and select with [LEFT] and [RIGHT].

RANMA 1/2 PART II

To control the end of game boss characters in one-player mode, highlight the one-player game on the title screen and press [UP], [RIGHT], [DOWN], [LEFT], [UP] and [SELECT]. You'll hear a voice if it's worked and away you go.

RIVAL TURF

Here's a cool but completely useless cheat enabling you to change the names of all the characters. Get a high score and enter your name as CHRCONF — you enter a character configuration screen that allows you to change the names.

ROAD RUNNER'S DEATH VALLEY RALLY

Invincibility: 7EIF IEO6
Unlimited turbo boosts: 7EIF ID2O
Infinite lives: 7EIF 2OO2

ROBOCOP

For unlimited continues, wait until you use your last continue and the game freezes. Then press [SELECT], [START], [B] and [A] at the same time. for another continue. Repeat the process infinitely!

ROBOCOP 3

To top up your power supply in the middle of a level, press [START], then press [SELECT] three times. This should give you a full power supply.
7E02AC01: Start from sublevel
7E02AC02: Start from sublevel
7E02AC03: Start from sublevel
7E02AC04: Start from hidden treasure boxes
7E02AC05: Start from hidded general stores
7E02AC06: Start from where the magic cape is
7E047738: Unlimited energy
If you start off with the costumes, change to normal Mickey in order to pick up the cape on level 2.

ROCKETEER

Try the following passwords:
490-629-312, 435-765-818, 775-454-215, 318-469-417, 040-473-312

ROYAL RUMBLE

7E06423A: Infinite energy
7E021E07: Don't get counted out .
Just before the LJN logo comes up there is a lot of writing. As this comes up, keep pressing the Y&B buttons together repeatedly until you hear a noise like someone being punched.
Then pick any of the options (ie singles, tag team etc) When the bout begins, punch your opponent TWICE and his energy vanishes, leaving you to pin him.

RUN SABER

7E1F2303 for infinite Lives

SIM CITY

Spend all your money, set the tax rate at zero and wait until the end of the year. When the budget screen appears, hold down [L] and exit the screen. Quickly reenter the budget screen (still holding [L]) and boost all your funding levels to 100%. Hey Presto! $999,999 is yours. Don't spend it all at once!
Get down to some special effects with these mind-blowing Game Genie codes !
FDC36DA4 10 green jemeralds for an extra life
9DC36DA4 50 green jemeralds for an extra life
DDC36F04 Each green jemerald gives an extra life
5D66DFA7 Slower timer
F366DFA7 Faster timer
6DCBA404 & 6DCCA4D4 Die when touched
DD6BDF07 Infinite time
D46BDF07 Time goes by twice as fast
D06BDF07 Time goes by four times as fast
D72C26704 Each green jemerald is worth 3
DBC26704 Each green jemerald is worth 9
FBC26704 Each green jemerald is worth 19
49C26704 Each green jemerald is worth 25
DDCAADO4 & DDBB6D61 Infinite lives
Start with:
DF83D765 1 life
D783D765 3 lives
DB83D765 9 lives
FB83D65 19 lives
9AD83D765 50 lives
BB83D765 99 lives

SKULLJAGGER

7E17C305: Infinite lives
7E0AE50X: Gives X red crystals
7E17C20X: Gives X green crystals

SKY MISSION

Try these passwords and take to the sky.
Marcel LeBlanc
FGYHMBL! nG!xF!
r5xKDJC2pf!V
HCcMJ6!brG!v!
VrBPWPBHvW! Z
T!LRLRLwBBF!B!
sYOWDcG!QBwL (Ace)
Fz!LDFY!PIL!c (Military Medal)
G!YDZhlPC!!n!4G
hBWOJHj3BH!Q (Croix de Guerre)
Last few codes
BwMlBk
mKCBw!G (Last Red Baron level)

SMARTBALL

When the title screen appears with the words 'Push start button', press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A], [SELECT] and [START]. This takes you to stage 4-A.
Try this selection of codes for this cute action game. Choose from codes that add extra lives, give protection, and add jumping power. If you're good enough, you can try mastering the game with the first code.
D96D676D Start with 5 lives
DC6D676D Start with 10 lives
FB6D676D Start with 25 lives
746D676D Start with 50 lives
176D676D Start with 99 lives
C2B90FOD Infinite lives
C2BEA467 Protection from most enemies
C26604A7 Infinite red balls on pick-up
7762040D & DE620FAD Go to any level
ECC3DF6D Super jump
E1C3DF6D Mega jump

SMASH TV

To warp to any level go to the player-select/options screen and enter [RIGHT], [RIGHT], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and the level select menu appears. Choose the level where you want to start.

If you fancy the ultimate challenge, play at turbo speed! Go to the options screen and enter [LEFT], [RIGHT], [LEFT], [UP], [R], [R].
To warp to any level go to the player-select/options screen and enter [R], [R], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and a level-select menu appears. Choose the level where you want to start

To play at turbo speed, go to the options screen and enter [L], [R], [L], [UP], [R], [R].

SOUL BLAZER

Type in 7E1B 8810 for 16 life points once you reach 1,000 experience points.

SPACE MEGAFORCE

7E015202: Unlimited bombs
7E015702: Infinite lives

SPANKY'S QUEST

Here are the passwords to the first six levels of this great platform/puzzle game.

SPIDERMAN AND THE X MEN

7E10F880: Unlimited energy
7E010003: Infinite lives
7E063600: Gives Spiderman much higher jumps

STARFOX/STARWING

OBD2F4XX: Number of Nova Bombs to start with
OBE2156B: If dead 'Stops and Hovers'
OBD2DAD: When killed damage is not repaired
1FD1466B: Stops all shooting
OBEO73XX: Change Nova Bombs to other weapons 24=Normal, try 22.
OBE115XX: Change laser to other weapon.
OBEOE4DO: Full fire power
O3AC6760: Removes the pictures from the map Screen.
Take a break from blitzing Andorf's twisted military might and scope out the character catalogue of this breathtaking 3D shoot-'em-up. Play the game and get a score of over 15,000 points. After losing your last craft, at the continue menu press either [DOWN], [Y] or [B] on controller two to change the displayed character. Controller one can be used to manipulate the character, including zoom and ghost imaging while rolling and tumbling. A neat look at some of your worst enemies, but not all — the stage bosses aren't for show!

STREET FIGHTER II (JAPANESE VERSION).

Effects may vary using UK or USA versions.
Magic throws player one: 7EOE6000
Magic throws player two: 7EOC6000
Mess player one: 7EOC580
Mess two player: 7EOE1580
Good dragon punch player one: 7EOC2E00
Small jumps dragon punch player two: 7EOE2EOO
Player one gets hit without being touched: 7EOCO3OE
Player two gets hit without being touched: 7EOE03OE
Gravity pulls left (jump only) player one: 7EOC3OF6
Gravity pulls left (jump only) player two: 7EOE30F6
Player one is invincible: 7EOC2BBO
Player two is invincible: 7EOE2BBO
Player one loses all his energy then becomes invincible: 7EOC2BOO
Player two loses all his energy then becomes invincible: 7EOE2BOO
Two special moves at once for player one: 7EOD8000
Disappearing dragon punch for player one only: 7EOD8001
Character fights back on his own! 1 player : 7EOCO3OA
Character fights back on his own! 2 player: 7EOE030A
Sprite lock — player one: 7EOC030B
Sprite lock — player two: 7EOE030B
Not there. — player one: 7EOCFB63
Not there. — player two: 7EOEFB63
Invisible. — player one: 7EOCOOOO
Invisible. — player two: 7EOEOOOO
Player one only faces left: 7EOC1400
Player two only faces left: 7EOE1400
Player one only faces right: 7EOC1450
Player two only faces right: 7EOE1450
Character is upside-down, amusing dragon punches — player one: 7EOC1480
Pick Red Ken and look at his suit! one player: 7EOC1485
Pick (upside-down) Red Ken and look at his suit! — player two: 7EOE1485
Player two same as above and pick Ken/Ryu and stand in front of Guile's box or bison's statue : 7EOC16D1
Sprite lock — player one: 7EOC1711
Sprite lock — player two: 7EOE1711
Gibberish — player one: 7EOC1950
Gibberish — player two: 7EOE1950
Weird one — player one: 7EOC18FF
Weird one — player two: 7EOE18FF
SFII logo moved to left-hand side: 7EOOB313
When tripped up or die you get burnt — player one.: 7EOCF207
When tripped up or die you get burnt — player two.: 7EOEF207
Background disaster. Try hondas level: 7EOO0621
Slides when being hit — player one: 7EOC8655
Slides when being hit — player two: 7EOE8655
No energy bar! Player one has new colours *: 7EOCOD5D
No energy bar! Player two has new colours *: 7EOEOD5D
Players travel at slow speed and player one can't be hit.: 7EOLOOF6
Same as above for player two: 7EOEOOF6
Mini-sprite mess. — player one: 7E05OA74
Sprite mess! both players: 7EO5O5AO
background mess: 7EO5032O
Newish foreballs. Ken has a new face when he blocks (standing): 7EO526D3
* Occasionally the energy bar is two orange strips.

STREET FIGHTER II

If you can't wait for *Street Fighter II Turbo*, try these SNES Action Replay codes.
7EOC 3680: Dhalsim's teleport (use Left and Right)
7EOD 9B6A: Ryu/Ken's air hurrcane (use Down)
Paul Smith, Stourbridge, West Midlands
7E0C6001: Speed Fighter! Speeds the game up to double speed.
7E0CB200: Allows all special moves for player one to be done in midair
7E0EB200: Allows all special moves for player two to be done in midair
7E0CD002: Player one needs only one win to go through to the next round
7E0ED002: Player two needs only one win to go through to the next round
7E0ED10X: Player one can play any enemy all the way through the game. Using the numbers 0-9 and AB for X selects the appropriate bad guy.
7E0CD10X: Same as above for player two
To get Championship Edition, press [DOWN] and [R], then [UP] and [L], then [Y], [B], [X], [A] when the title screen showing Capcom appears (before the *Street Fighter* logo!). You've only got about a second and a half to enter the cheat. If it works you hear a ping and the screen turns blue.
7E0C 2BBO: Infinite energy
7E1A C899: Infinite time
7EOC EBBO: Infinite energy player one
7EOE 2BBO: Infinite energy player two
7EOC ODOO: Same player in same colour (normal colour, player one)
7EOE ODOO: Same player in same colour (normal colour, player two)
7EOC OD20: Same player in same colour (championship edition colour, player one)
7EOE OD20: Same player in same colour (championship edition colour, player two)
7EOC 35BO: Silly mode (player one)
7EOE 35BO: Silly mode (player two). To get player down, turn switch down.
7EOB F220: Both be the same player

STREET FIGHTER II TURBO

To boost the maximum turbo setting from four to a massive ten, input the Capcom cheat, which is [DOWN], [R], [UP], [L], [Y], [B], [X], [A] when the Capcom logo appears, and keep repeating it until the word 'turbo' flashes across the screen. If you have done this correctly you're able to put the turbo settings right up to ten.

You can also disable all the special moves in the game for the human player, making it much tougher to complete. To do this input the good old Down, [R], Up, [L], [Y], [B], [X], [A] cheat when the Capcom logo appears — as in the original game — and you should hear a ping.

To give yourself the advantage in a two-player battle, it's possible to turn off specific special moves of either player. For example, you could take the Dragon Punch and fireball attack away and leave your opponent with only Hurricane Kicks! To execute this cheat, in two-player mode on the country select screen get pad two and key in [DOWN], [R], [UP], [L], [Y], [B], [X], [A]. A screen now scrolls from the right and you can toggle all the special moves for your chosen characters.

STRIKE GUNNER (STG)

7E023A03: Infinite lives player one
7E024403: Infinite lives player two
7E023F03: Weapon energy player one
7E024903: Weapon energy player two

SUPER ADVENTURE ISLAND

7E030D05: Infinite lives
7E0D6C20: Unlimited energy. Turn off the Action Replay for a few seconds at the end of level for bonus.
7E030D02: Infinite lives

SUPER ALESTE

7E015203: Bombs
7E015702: Infinite lives.
7E015203: Unlimited smart weapons.
7E006EOX: Selects weapon. X denotes weapon wanted -1 ie, to select missiles which are number 5 enter X as 4.
7E006FOX: Weapon selected power-up level. The value of X is 0-6.
NOTES ON THE ABOVE
(i) If a weapon level of 2 or above is selected and the enable switch is left on [up], your ship is indestructible.
(ii) To gain the correct weapon and level enable the action replay;
(a) before starting the game
(b) right after being destroyed
(c) at the end of the area
or the weapon may not act or power-up as expected.
(iii) Mix weapons for weird results: set 7E0006E02 and 7E006F06 and leave the switch enabled [UP]. Then select a sprite weapon power-up during play and watch the twin weapon (level 6 circles and sprites!).
7E0152XX: Bombs available. Maximum value is FF (9225), but to display the number correctly don't exceed 99 as the value for XX
7E0153XX: Number of enemy erasers collected. By setting XX to FF you never have to restart at the beginning of an area, you just continue.
7E015404: Changes the appearance of missiles when using weapon 5.
7E0157XX: Lives available. Maximum value is FF (255) but to display the number correctly don't exceed 99 as

the value of XX.
7E01580X: Ship speed. Values 0-3 for X are normally selectable. 4=very slow, 5=very fast and 6=no movement.
7E0242XX: Area (level select)
Standard Game XX=00-11(17 decimals) 18 levels
Short Game XX=00-07 (8 levels)
Level 6 gives strange sound FX
In both games XX=00 will play area 0.
To continue after the level is complete, disable the action replay before the level ends.

SUPER BATTLE TANK

Fire your gun at any target, and as soon as the target flashes press [START] and [PAUSE]. The target continues to flash. Pretty soon you're able to destroy anything with just one shot from your gun.
7E049E42: Unlimited 120mm cannon
7E04A001: Unlimited laser-guided missiles
7E006700: Clear player's tank damage when Action Replay is turned on
7E05C4FF: Unlimited fuel
7E04A296: Unlimited machine gun
7E00250X: Start from level X+2 — for example, if you enter X as 4 you start from level 6

SUPER DOUBLE DRAGON

Here's a ruddy cool cheat giving unlimited continues for two players. After both players have lost their last lives and the screen flashes 'Credit=1' above each player, press the [START] on both joypads at the same time.

As if by magic you both come back to life and can share seven credits — wicked!
7E00DC02: Unlimited lives. When you leave Action Replay the screen corrupts for a few seconds — don't worry, it hasn't crashed!
Battle your way through this game with these mind-numbingly splendid Game Genie codes.
DF8B04DB Start with 1 credit — 1 player game
9B8B04DB Start with 9 credits — 1 player game
DF8BO7OB Start with 1 life — 1 player game
D18B07OB Start with 6 lives — 1 player game
DB8B07OB Start with 9 lives — 1 player game
4A8B6DA5 Infinite lives — Player 1
DF88070B Start with 1 credit — 2 player game
DB88070B Start with 9 credits — 2 player game
DF8A0D6B Start with 1 life — 2 player game
D18AOD6B Start with 6 lives — 2 player game
DB8AOD6B Start with 9 lives — 2 player game
4A8B6705 Infinite lives — Player 2
DDBOD725 Dragon power increases faster
D7CODD90 Prolonged maximum Dragon Power

SUPER EDF

To become invincible pause the game and press [A], [B], [X], [Y], [L], [R], [UP], [DOWN], [L] and [R].

SUPER FIRE PRO WRESTLING 2

Enter the password KPUJL 4U7N7 GZSWU R6E71 3DXI5 FIJKO ONMTC YSQWX TL to go straight into the points tournament final in one-player mode. In the championship belt tournament you come up against three wrestlers who are not in any other part of the game. Their codes are:
PYCOQ HKAR6 2B7ZI RK3IM
YW7GE 2J3SB 2WPGH 5XD54
L7GK3 XIDMC AUTQH MIRHJ
76TGF AYR4U A6LGF SPFQB
B7
Championship belt challenge
6HTS7 WZPAN JQOIX AZKX3
HFOVT JYKBQ JF6VT SWDQP
NZ
Enter 4SSSU GFSIS PZ5NF YOHSX
CDRXK LX34M MIEB7 V50MR
WM
To go straight into the points tournament final in tag-team mode.
Enter the password PIIEV 2JQTZ EU6WJ HPHAN AI4NC KNOPT TSRYH 5XEP4 UU
You'll be straight into the tag-team championship belt match.
Enter the password CUV27 34KWT PL to get into the points tournament final in one-player mode.
AY3Y3 EVXED 6Q gets you straight into the championship belt match in one-player mode.
D2HZS 7S3JL 4R takes you to the points tournament final in tag-team mode and with D2PNW 3WPVT EJ you'll be straight into the tag-team championship belt match.

SUPER GHOULS 'N' GHOSTS

7EO2 A402: Infinite lives
7E02 A905: Infinite time
To access the level-select, go to the options screen on your second joypad. Point the arrow towards EXIT, then press [L] and [START]. Now press [START] on joypad one.
7E044A01 Protection against enemy and bullets.
7E027602 Immune to enemy attacks.
7E1FA503 Many items.
7E14BA04 Golden armour.
7E0A5B02 Fast Monsters sometimes.

SUPER MARIO KART

When the guy in the cloud (Lakitu) floats down with the starting lights, wait for the first light to flash and then hold down [B]. After the lights have finished you'll zoom ahead of your opponents.
By now, most are probably aware of a 'ghost' appearing in time-attack mode. Drive carefully without wiping out or going off the course, retry the same course immediately and your drive from the preceding time trial is played back by a 'ghost'.

You can compete against the 'ghost' with the same kart or any other one. Save your 'ghost' by holding [L] and [R] and pressing [A]. The 'ghost' is available for that course for all future time trials. Sadly, only one 'ghost' can be saved per course.

SUPER MARIO ALLSTARS SM1

7E172A05: Infinite lives for Mario
7E173605: Infinite lives for Luigi
7E07EB09: Unlimited time. Switch Action Replay off at the end of each level
7EO75606: Invincible plus fire, when hit makes Mario big.

SUPER MARIO ALLSTARS SM2

7FFBO2XX: Replace XX with the required stage number
7EO75A05: Infinite lives for both Mario and Luigi
7E07EB09: Unlimited time
7E075606: Invincible plus fire, when hit makes Mario big.

SUPER MARIO ALLSTARS SMUSA

7E04EE05: Infinite lives for all characters
7E04CB3C: Always active super jump
7E04C33F: Unlimited energy
7E04E130: Invincible
7E1DE20A: No music
7E1DE2XX: Replace XX with number of tune

SUPER MARIO ALLSTARS SM3

7E073605: Infinite lives for Mario
7E073705: Infinite lives for Luigi
7E05F009: Unlimited time for both Mario and Luigi
7E1DA263: Coins are always at 99, every coin collected adds 1 to your lives counter
7E0747XX: Replace XX with number to change Mario's image.

SUPER MARIO KART

Go to the time trial option and move the cursor to the Mushroom Cup. By pressing [L], [R], [L], [R], [L], [L], [R], [R] and then [B] and you can select the Special Cup.

SUPER MARIO WORLD

To re-enter a castle press [L] and [R] simultaneously.

SUPER MARIO WORLD (UK)

7EOD B405: Infinite Marios
7EOD BE05: Infinite Luigis
7EOD C101: Infinite Yoshis for Mario and Luigi, get coloured Yoshi
7EOD C201: Infinite mushrooms (players one and two) Then turn switch up.
7EOD C202: Infinite fire flowers (players one and two)
7EOD 203: Infinite stars (players one and two)
7EOD C204: Infinite cape feathers (players one and two)

SUPER OFF ROAD

To make sure you never fail to qualify, select the two-player option but only use joypad one. Player two alway comes last (what a surprise!), enabling you to make it through to the next stage.
7E061B06 Infinite nitro.
7E062706 Full speed ups.
7E062306 Full tyres.
7E062B06 Full shock absorbers.
7E061F06 Full acceleration.
7E056313 enabling switch increases money.

SUPER PANG

Codes for extra lives and credits and codes 'r' — 't' give you more time on each level to get rid of those troublesome bouncers!!
DD610DDA + DD69A767 Start with 1 life
DF610DDA + DF69A767 2 lives
D4610DDA + D469A767 3 lives
DO610DDA + D069A767 5 lives
D9610DDA + D969A767 6 lives
D5610DDA + D569A767 8 lives
DB610DDA + DB69A767 10 lives
DDB46F04 Infinite lives
DD610DOA + DD61AF67 Start with 1 credit
DF610DOA + DF61AF67 2 credits
D4610DOA + D461AF67 3 credits
D7610DOA + D761AF67 4 credits
D9610DOA + D961AF67 6 credits
D5610DOA + D561AF67 8 credits
DB610DOA + DB61AF67 10 credits
C9BB6FA4 Infinite credits
FB8464D4 Clock runs faster
108464D4 Clock runs slower
A68464D4 Clock runs much slower
DD876DA4 Clock is frozen (Infinite time)
D42BA7DO Extra credit after 2 food items
D02BA7DO Extra credit after 4 food items
D12BA7DO Extra credit after 6 food items
D62BA7DO Extra credit after 8 food items
3C2BA460 Food items never give extra credits
DO NOT COMBINE ANY OF THE NEXT CODES
D184AD68 Double harpoon pick-up gives machine-gun
C96E6FD6 Never lose weapon (unless you pick up another)
D786DF64 + D78CD4A4 Panic mode has 2 levels
D186DF64 + D18CD4A4 Panic mode has 5 levels
D886DF64 + D88CD4A4 Panic mode has 10 levels
F986DF64 + F98CD4A4 Panic mode has 20 levels
For a level-select, go to the the game-select screen and press [L], [R], [R], [L], [UP] and [DOWN].

SUPER PROBOTECTOR

In two-player mode, if one player is dead and has no lives left, he can trade in his smart bombs for extra lives by pressing [A].

If you own a rapid-fire pad, grab any two weapons (except the flamethrower). Now hold buttons [B] and [X] to fire with both guns together.

On the title screen press [DOWN], [R], [D], [D], [R], [R], [START] for 50 extra lives. To gain access to the hidden level-select on the title screen press [L], [DOWN], [DOWN]+[L], [L], [START].

SUPER R-TYPE

To get a weapon-select, go to the title screen and press [DOWN], [R], [R], [DOWN], [R], [R], [DOWN], [R], [DOWN], [DOWN], [START]. As soon as the action starts, pause and press [R], [R], [DOWN], [Y], [DOWN], [R], [DOWN], [L], [R], [DOWN], [R], [R]. Choose your laser by pressing either:
A — Air-air laser
B — Air-ground laser
X — Reflective laser
Y — Split laser
R — Shooting gun

Now press [A] for a homing missile or [X] for an air-ground missile. Happy blasting!

At the title screen, hold down the [R] button and press [UP] nine times: you'll hear a tone. Start the game, then hold down [PAUSE]. Hold [R] then press [SELECT]. Use [UP] and [DOWN] on the joypad to choose your level.
7E16E102 Infinite lives.
7E16E381 Infinite time.

SUPER SMASH TV (US)

7E053105: Infinite lives player one
7E053205: Infinite lives player two
7E189906: Weapon energy player one
7E189A06: Weapon energy player two

SUPER SMASH TV

Go to the options screen and select Easy, leave Easy highlighted and wait for a minute. Then press the [L] and [R] rapidly. You hear the word 'bingo' and get into the secret sound-test screen.

To get seven extra lives and seven extra continues, bring up the one-or-two-player-selection screen. Press [DOWN], [L], [R] and [UP]. You enter a special options screen.
To avoid fighting any enemies enter the circuit-select code — press [R], [R], [UP], [DOWN], [R] and [L] on the title screen.

When you've chosen which level you want to begin on, start the game. Before you enter the door in the next room, hold down [SELECT]. When you go into the next room all the bad guys die and after a few seconds a voice says 'let's go.' As if by magic, all the exits open. Repeat this to complete the game.
7E053105: Infinite lives.
7E189906: don't lose weapon till you pick up another.
7E18A901: Player 1 is invincible.
7E18AA01: Player 2 is invincible.
7E1B3C03: Unlimited credits.

SUPER SOCCER

Choose a two-player exhibition game and let player one choose his team first. Player two selects any team, holding down [B] and [START], and automatically becomes the Nintendo team!
7E10F803: No opposition goalkeeper for first half

For a sound test go to the title screen and press [R] and [Y] together, then enter the password UURUDUUDLUL.

SUPER STAR WARS

At some points in the game, it's possible to access the sound test so you can listen to all the cool sound effects and those classic John Williams compositions. During gameplay, keep [A], [B], [X], [Y], and [SELECT] pressed and hit [START]. This cheat doesn't always work — for instance, the sound test screen can't be accessed when Luke's piloting the Landspeeder.
Here are a couple of cheats that may help you get through some of the tight spots. At the title screen, press [X], [B], [B], [A] and [Y] in sequence. If you hear an animal-like sound, you've scored yourself five continues.

If you prefer, you can start the game equipped with a light sabre right away. Also at the title screen, press [Y], [Y], [X], [X], [A], [B], [X]and [A]. Unfortunately, you can't use both cheats at the same time.
7436C4AO 50 lives
1736C4AO 99 lives
C23D4467 Infinite Lives
CB6837D7
DE38CF60 15 continues
FB38CF60 25 continues
7438CF60 50 continues
1738CF60 99 continues
4A261DD5 Infinite continues
1D3947A7 Invincibility (falls still kill you)
DDB9C4D7 Choose any character from start
Also:
DD8A3FO5 Han & Chewbacca begin with a blaster
D48A3F05 Han & Chewbacca begin with a Seeker gun
D78A3F05 Han & Chewbacca begin with a Rapid Ion gun
D08A3FO5 Han & Chewbacca begin with a Plasma gun
DDB9CDD7 Begin game with the Light Saber
553D4DD7 Blaster power-ups remain
4OA44464 Fuel power-ups give maximum fuel
DF674FAF & 1 Jawa needed to pass land
DF604D6F Speeder levels
D9674FAF & 5 Jawas needed to pass land
DC604D6F Speeder levels
DC674FAF & 10 jawas needed to pass land
DC604D6F speeder levels
FB674FAF & 25 Jawas needed to pass land
FB604D6F Speeder levels
74674FAF & 50 Jawas needed to pass land

SUPER STRIKE EAGLE

Try these level codes.
Libya: 756FD7GD + F4BF83D9
Gulf: 2H6G4735 + 316DD6B8
Korea: D0BD87F8 + 796H0025
Cuba: DF25449H

SUPER STRIKE GUNNER

7E023A03: Infinite lives

SUPER SWIV

This is an excelent little trick sent in by John Thomas of Oxford. Press Select on the title screen to get the option of a two-player game, then on this option screen press Start and [A] at the same time. You can now start a one-player game in control of both vehicles! It may take a little time to get used to but it proves very useful, doubling your firepower.

SUPER TENNIS (JAPANESE)

For an exhibition match against Tomkin, enter: K8XD3HR, FTLWJPC, 2GNYBQI, 4065C6P, DJSTK8X, D3HRFTL, WJPVKMW, IJJ.

Waste him and a congratulations screen appears. You're given the secret command; [L], [L], [L], [L], [L], [X], [R], [R], [R], [R], [R], [R], [R] and [X]. Input this with the second joypad on the player-select screen and you get a harder difficulty level.

SUPER TENNIS (UK)

On the player-select screen, press [L] five times, [X], [R] seven times, and then [X] on controller two. This gives your player the best abilities available.

John's the best player on the circuit, and here's a complete list of codes for every stage:

Melbourne: Hard: C6VLMVT, M8YD3HR, FWLWJSD, 3HP?CQ2, 4075C6P, DJSTK8X, D3H8FQL, VCX
Nairobi: Lawn: HZ7N698, G7RHJWZ, CYD3LS, GVMYKPD, 2GPYBQ1, 4065C6P, DJSDKPY, MBC
Paris: Clay: V117G?L, 6JVLVP2, KSD3HRZ, CT37296, C6QDJST, K8XD3HR, TLLJRF, ZKS
Beijing: Hard: ?24KKOV, 7KVRVS3, NTD3HRZ, CT47396, C6QDJXT, K8XD3GR, FTLVJTG, ZGS
London: Lawn: 32W?1Z, TF6WR3L, V76178F, 8SHMWYL, 8ZG4HWF, TLWJPC2, GNY9RJ8, 6B4
Tokyo: Hard: 56D1NZW, HNXVYT3, PXL3HR?, DT573B6, G8RFJXT, K8XD3HR, FTLVMSJ, ZNS
New York: Hard: M?Q51MB, Q2N8H9V, S6FR284, 8CJBTNL, VXPFXJ3, HRFTLWJ, PC2FWQJ, 3JO
Don J: Clay: BQ14065, C6PDJST, K8XD3HR, FTLWJPC, 2GNYBQ1, 4065C6P, DJS80R3, MBC
If you've got a soft spot for one of the less-talented players, boost their skill level by entering this cheat: on the player-select screen press [L] five times, [X] once, [R] seven times, and [X] on controller two.
The first code below is for round eight. The second gets you into the legendary exhibition match.
1: 9DVHPDR YL?VITX
NGLQOHW 3C5H6GD
TGLZTL8 XD3HRFT
LWJNLMN OJ4
2: K8XD3HR FTLWJPC
2GNYBQI 4065C6P
DJSTK8X D3HRFTL
WJPVKMW IJJ
Here's a code to get you to the last championship, with

the largest possible amount of points:
K8XD3HR FTLWJPC ZGNYBQ1 4065C6P DJSTK8X
D3HRFTL WJPUKMW IGG

Use the following codes to give Super Speed to the player of your choice:
D760AFAF+D761AFAF
Matt: DD290DA5
Amy: DD29ADA5
Brian: DD21ODA5
Kim: DD21ADA5
Phil: DD250DA5
Lisa: DD25ADA5
John: DD260DA5
Erin: DD26ADA5
Myer: DD2BODA5
Donna: DD2BADA5
Rich: DD2CODA5
Deb: DD2CADA5
Hiro: DD28ODA5
Colette: DD28ADA5
Steve/Nancy: DD2AODA5/DD2AADA5
Rob/Yukka: DD2AADA5/DD22ADA5
Mark/Barbie: DD23ODA5/DD23ADA5

SUPER TURRICAN

7E04FB04: Infinite lives
7E04FFOC: Unlimited energy
7E050330: Unlimited wheel time
7E050A03: Infinite smart lines
7E050909: Unlimited time to finish a level

SUPER VALIS

7E0FB528: Energy
7E0FAE10: Unlimited special attacks

TEST DRIVE 2

When the game starts and you begin to race press the [L] and [R] buttons on the second controller. You will now be able to fine-tune just about everything on your car.

When you are driving along, pressing [A] pad two causes your car to jump.

THE ADDAMS FAMILY

Wait until the game goes into demo mode and Gomez picks up a power-up. Now start the game and you begin carrying the same power-up. Don't forget when you get the Game Over screen to walk left past the Continue door to get four extra lives.

To access a special hidden room, Behind the Stairs, go left in the Hall of Stairs until you're under the door above you. Now push up and a door will open. Another useful source of coins and lives is the chimneys. Climb the noose at the far left of the grounds to get the Fezicopter. Now fly right and go down the first chimney. When you exit, go back down the chimney and you find another bonus room. With all these extra lives the task at hand's made much easier.

If you're still having problems you could try one of these handy passwords:

Code	Effect
&1Z1D	three hearts, eight lives &Z#KC
	three hearts, 11 lives + Pugsley
?ZZKR	four hearts, 18 lives + Pugsley
?DK96	four hearts, 22 lives + Pugsley, Granny
?LSR4	four hearts, 33 lives + Pugsley,Granny and Fester
BLS1T	last level + five hearts
1111	100 lives

Here's a bonanza of tips.

At the Addams residence, go left to the gallows. Climb up and grab the flying Fez, then go down the west and east chimneys and pick up all the goodies. To start the game with an extra hit, go out of the first door on the left . Climb the tree and defeat the giant Budgie. He'll give you the password **&191?**.

If you're really greedy you can go to the kitchen; go left and you'll eventually come across the Snowman. Kill him and you'll get the password **?191D**. You can now start with the maximum two extra hits.
7E00AC05: Infinite lives
7E00C302: Invincible

THE COMBAT TRIBES

Enter the code 9207 in two-player mode to match any of the game's characters against each other.

THE LEGEND OF ZELDA

7EF36D50: Invincible ten hearts
7EF36E80: Unlimited magic energy
7EF37746: Unlimited 70 arrows
7EF34332: Unlimited 50 bombs

THE LOST VIKINGS

Use these passwords...
Star Base
1: STRT, 2: GR8T, 3: TLPT, 4: GRND
Prehistoria
1: LLMO, 2: FLOT, 3: TRSS, 4: PRHS, 5: CVRN, 6: BBLS, 7: VLCN
Egypt
1: QCKS, 2: PHR0, 3: C1R0, 4: SPKS , 5: JMNN, 6: TTRS
The Great Factory
1: JLLY, 2: PLNG, 3: BTRY, 4: JNKR, 5: CBLT, 6: H0PP, 7: SMRT, 8: V8TR
Wacky World
1: NFL8, 2: WKYY, 3: CMBO, 4: 8BLL, 5: TRDR, 6: FNDR, 7: FNTM, 8: WRLR
Space Ship
1: TRPD, 2: TFFF, 3: RFGT, 4: 4RN4, 5: MSTR

THE ROCKETEER

Try the following passwords:

490	629	313
435	765	818
435	454	215
318	469	417
040	473	312

THE TERMINATOR

7E031F08: Infinite energy.
7E031C05: Infinite lives.

THUNDER SPIRITS

To access a souped-up options screen, make sure both joypads are plugged in then press [SELECT] and [START] on the title screen to highlight the original options menu. Clock the game for the new options.
7E1A9D03: Infinite lives

TINY TOONS

Easy level
1. Looniversity: BABS-GOGO-MAX
2. Wild West: PLUC-BOOK-ELMY
3. Ghost House: MAX-CALA-SHIR
4. American Football: ELMY-ROAD-SWEE
5. Space: SWEE-PLUC-BOOK

Hard level
1. Looniversity: PLUC-BABS-BOOK
2. Wild West: ROAD-MAX-ELMY
3. Ghost House: GOG-SHIR-SWEE
4. American Football: BOOK-PLUC-BABS
5. Sky: GOGO-CALA-ROAD
6. Space: MAX-BABS-SWEE

Menu for each of the bonus games:
ELMY-SHIR-CALA
7E009E03: Unlimited life (energy)
7E00B6A0: Super dash. The dash option is always available.
7E008E04: Unlimited lives proper
7E00680X: Level-select — no more messing about with the passwords! Just deduct one from the level that you want.
7E00OAXX: Varies the speed of the ball in Furball's squash
7E1A06XX: Alters time in squash — keep switch active for infinite time.
7E1A2C00: Infinite time for Hampton Pig (variable)
7E1A023A: Infinite time for Babs (variable)
7E00BOOO: Moonwalkin' Buster! He slides around. Change last two digits to make him go invisible when moving. If he's hit, disactivate and reactivate the switch.
7E006EXX: Choose number of continues
7E009COA: Gives maximum of ten pieces of heart

TMNT IV: TURTLES IN TIME

7E1A A099: Infinite lives (player one)
7E1A E099: Infinite lives (player two)
7E04 4A50: Infinite energy (player one)
7E04 8A50: Infinite energy (player two)
7E00 9661: Infinite time (on verses mode)

TMNT IV: TURTLES IN TIME (US VERSION)

7E1A A004: Infinite lives player one
7EO4 4A50: Infinite energy player one
7E1A E004: Infinite lives player two
7E04 BA60: Infinite energy player two
7E1A A002: Unlimited lives
7E04 4A50: Unlimited energy

TOP GEAR

Action Replay code
Infinite Nitros: 7E1E6C03

TOP RACER (JAPANESE VERSION)

7E1E 6C03: Infinite nitros player one
7E1E 6E03: Infinite nitros player two

TOYS

7E168E05: Infinite energy
7E168C05: Infinite lives

TUFF-E-NUFF

7EOFA90X: Changes the character for player 2
7EOF500X: Changes the character for player 1
7E00A10X: X selects the stage
7E10450X: Selects the character for player 1 and choose the enemy to fight using player 2
7E0F7BOO: Fast moves for player 2 when used with below code
7EOFA300: Fast moves for player 2 when used with above code
7E0F4AOO: Fast moves for player 1 when used with below code
7EOF2210: Fast moves for player 1 when used with above code

ULTRAMAN

On the title screen press [SELECT] and [START] for a hidden options screen. Change the difficulty level and access a sound test to hear all the groovy FX!
7E039360: Unlimited energy.
7E021880: Unlimited time.

UNIVERSAL SOLDIER

7E036403 Infinite lives

UN SQUADRON

If you're a sucker for extreme punishment and you find all the other settings far too easy, for an extra-difficult level setting, go to the options screen and highlight the difficulty setting with controller one. Hold [A] and [X] on controller two and change the difficulty setting with controller one until you see the word 'Gamer.'
7E10088: Unlimited energy
7E00D901: Gives player 1 loads of money.
7E00DD31: Unlimited conventional bombs (when selected).
7E00DD02: Unlimited Mega Crush weapons.
7E00DD14: Unlimited thunder lazer. All other weapons can be found using code 1.
7E100808: Unlimited fuel.
If you're looking for a new challenge, enter the options mode and highlight game level. Hold [A] and [X] on joypad and flick though the difficulty setting with joypad one. A super-tough Gamer level appears. Have a go if you dare!

WANDERERS FROM YS

This American cart has a bug allowing you to be invincible. Begin the game and then reset. As the title screen appears (showing the American Sammy logo), push [UP], [DOWN], [UP], [DOWN], [SELECT] and [START] on joypad two. Return to joypad one, begin the game and press [SELECT]. On the character display screen choose Status.

Pick up joypad two again and press [SELECT]. The word 'Debug' appears next to Status and you're now invincible. To become mortal again, simply press [SELECT].

For a sound test, press [SELECT] on joypad one during the action. On the character display screen, press [SELECT] on joypad two. Now sample all your favourite ditties!

WAYNE'S WORLD

C28F0704 Infinite lives
C2BCD728 Infinite worthiness
C2690DBB Infinite Schwings (if you have at least 1)
6DBBD428 Invincibility
Start with:
DF870764 1 worthiness point
D7870764 3 worthiness points
D5870764 7 worthiness points
DB870764 8 worthiness points
C2B504BC Worthiness item worth nothing on pick-up
C2B004BC Schwing item worth nothing on pick-up
C2BB079C Heart worth nothing on pick-up
DDBBD4BC Amp power-up worth nothing on pick-up
DDBDODFC Distortion power-up worth nothing on pick-up
FDB3DF98 Invincibility lasts shorter after hit
EEB3DF98 Invincibility lasts longer after hit
82BB0FF8 Invincibility lasts much longer after hit
Amp power-up gives
DOBBD4BC Distortion Chords
D4BBD4BC Mega-Amp Chords
D7BBD4BC Chorus Chords
D9BBD4BC Homer Chords
Distortion power-up gives
DFBD0DFC Amp Chords
D4BD0DFC Mega Amp Chords
D7BDODFC Chorus Chords
Homer Chords

For a level-select go to the spinning *Wayne's World* logo, hold [X], [Y], [B], [L], and [R], and press [DOWN] and then [UP].

WING COMMANDER

7E169107: Infinite missiles
7E1D610F: Infinite fuel
7E16910X: Infinite weapons. 4=Gunfire, 5=Heat Seeker, 7=Image Recognition, 9= Friend or Foe

WWF WRESTLEMANIA (US VERSION)

7E06 EC30: Infinite energy for your wrestler — doesn't work on more than one. If you're playing tag-team or survivor mode, the first wrestler chosen is the one with infinite energy.

WWF ROYAL RUMBLE

Action Replay codes
Infinite energy for Player 1 — 7E06423A
Infinite energy for Player 2 — 7E06443A
No count — 7E022400
No count out of ring Player 1 — 7E021E00
No count out of ring Player 2 — 7E022000

XARDIAN

7E0D2E04: Gives characters level 12

Y'S II

7E12EE16: Infinite ring points
7E1294E6: Infinite hit points

YOSHI'S COOKIE

6D8F-DF3B In Action Mode, passing a stage advances to the next round.
DF86-A71C In VS mode, only 1 win is required
C2A0-DF48 In VS, the fuses don't count down
D685-A766 & DD86-AF66 In VS mode, play against tougher opponents, without the secret code
DD3C-6/38 In the Puzzle mode, advances to the next round
C2EA-671B Unlimited moves in puzzle mode (turn effect switch off to use up moves if the level becomes impossible).

ZELDA III

7EF36E80: Unlimited magic energy
7EF37746: 70 arrows
7EF34332: 50 bombs
7EF36D50: 10 hearts
7EF36D50: 10 Hearts.
7EF37447: All Pendants.
7EF36DA0: Infinite energy with 20 hearts. Shoot with Master Sword.
7EF34001: bow.
7EF34101: boomerang.
7EF34201: hookshot.
7EF343XX: Bombs, replace XX with amount.
7EF34401: Magic dust.
7EF34501: Fire rod.
7EF34601: Ice rod.
7EF34701: Bombos medallion.
7EF34801: Ether medallion.
7EF34901: Quake medallion.
7EF34A01: Magic lamp.
7EF34B01: Magic hammer.
7EF34C0X: Flute or shovel (1,2).
7EF34E01: Book of Mundora.
7EF34F01: Bottle.
7EF35001: Cane of Somaria.
7EF35101: Cane of Byrna.
7EF35201: Magic cape.
7EF35301: Magic mirror.
7EF3540X: Glove level (1-3).
7EF35501: Pegasus boots.
7EF35601: Flippers.
7EF35701: Moon pearl.
7EF3590X: Sword level (1-3).
7EF35A0X: 6Shield level (1-3).
7EOB 9905: Arrows in the shooting gallery
7E04 B409: Time in the treasure field
7EF3 5402: Maximum lift power (golden glove)
7EF3 5904: Best sword
7EF3 XX01: Keep adding one to 'XX' for the next item in the inventory box
Steven Lee, Ripley, Surrey

If you've got a handy hint, a cunning code or a tricky tip, why not send it to TCC, SNES FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Join us again next month for the biggest, best guide to all your SNES favourites.

The

Guide

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● NES for sale, four games: SMB1, SMB3, Dizzy and Duck Hunt, quick sale £50 ono. Also Sega MS with Sonic, Tennis, Wrestling Soccer, A. Kidd, two pads £45 ono. Both boxed as new. Phone (0962) 855216 and ask for Ben/Sam.

● Look! Imagine a hand held Street Fighter II machine — look no further, SFII is out on PC Engine GT and I've got one for sale with 9 games, worth over £560. I'm open to offers, so phone PJ on (0742) 725241.

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● Manga videos old and new, titles for sale very cheap. Phone Graham on (071) 790 9374. Hurry!

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I would like my classified ad to read:

● NES games for sale, all boxed with instructions, Mario 2, Gauntlet 2, Tetris, WWF, Double Dragon 2. All games £15 each. Tel: (0708) 553495.

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● Master System 2, nine good games, one joypad, two joysticks, good condition — £120, or swap for SNES with two games. Phone Colin on (0324) 484445.

● SNES, Starwing, Alien 3, Krusty's Funhouse, Pilot Wings, Scope gun, six game pack, three pads. All official UK products, two months old, worth £350+, will sell for £180 ono. Phone Billy on (0872) 553294.

● Sega Master System II, two joy pads, nine games including Sonic, Sonic 2, Asterix and Land of Illusion. Excellent condition, £140. Phone (0602) 227612 after 3.30pm and ask for Colin.

● 160 computer mags i.e NMS, Total, N Force, GamePro, EGM, Super Play, Super Pro, Super Action, Game Zone, Games Master, I have first issues, vgc £1 each. Phone Derek on (0332) 751949.

● NES games for sale, Turbo Racing £16, Gauntlet II £15, Low-G-Man £20, Simon's Quest £10. All boxed except Simon's Quest. Call (0803) 550256.

● Super Adventure Island (UK) for sale £20, just cart, must live in Essex, call Andrew on (0702) 420791.

● SNK Neo Geo arcade console for sale, includes two games £210 ono, worth over £500, 6 months old, vgc. Tel (0480) 431604, it's a bargain!!

● SNES SFII for sale £40. Also NES games for sale Super Mario Bros, Duck Hunt, and Zapper £30, Super Mario Bros 2 £15, and Super Mario Bros 3 £20. Phone James on (0745) 76531 after 6.30pm.

● SFII SNES game for sale, comes with protector case and instruction manual, only two months old! £20, for quick sale — Call Simon on (0733) 347089 after 4pm.

● Starwing for sale, boxed as new £35 with free magazines. Phone (061) 432 9375.

● SNES SFII (UK), for sale £30 ono. Phone after 5pm on (081) 462 5787.

● Super Nintendo, four games, two joypads, convertor worth £350, sell for £180 ono. Ring Daniel on (0429) 269679 anytime after 4pm.

● Yes FREE 105 games for Amiga 500 when you buy my Amiga and 1 meg upgrade, two joysticks, mouse. mat , disk boxes, as new condition, boxed only £275 ono. Phone anytime on (091) 5373925.

● UK SNES all boxed with Mario 4, Street Fighter II, Star Fox convertor, two pads £110, also Atari Lynx 2 with psu and Ninja Gaiden, Stun Runner, Robotron and Xybots, £85. Ring David on (0753) 538005.

● SNES games, Star Wing for sale, yes the UK version for only £45 ono. Brand new and less than in the shops. Also Super Probotector and Super Tennis for £30 each. All UK all boxed with instructions. Ring (0424) 420834.

● For sale Game Boy, includes link cable, magni light, Tetris, Super Mario Land, R Type and Turtles. Boxed as new with full instructions booklets. Worth £154, sell for £130, call Sen on (071) 403 1369.

● SNES Street Fighter II US version, good condition, £30. Phone (0702) 232018.

● SNES games for sale or swap both boxed with instructions, £30 each. Actraiser (UK), Castlevania IV (US), or swap for Lost Vikings, Another World, Super Star Wars, Pilot Wings or NHLPA Hockey. Ring Rob on (081) 715 0973.

● SNES game for Actraiser, unused boxed and instructions £30, call 081 715 0973 or swap for Super Star Wars, Another World or Lost Vikings.

● Game Gear for sale with 10 games including Sonic 2, Prince of Persia, Super Kick Off and Chuck Rock. Also AC adaptor and battery pack. All boxed good condition, £150 ono. Phone Martin after 5pm on (071) 237 6274.

● Game Gear for sale with ten games including Sonic 2, Shinobi 2, Alien 3, Streets of Rage, Lemmings. Also Action Replay Pro, Super Wide Gear, link-up, AC mains and carry pouch! All for £280. Phone (0600) 860412, all worth around £450.

Swap

● Amiga games SFII, Lethal Weapon, Walker, Special Forces, Storm Master, any two each worth £25 for Mario Kart (US) Mario World (US) F Zero, SFII all must be (US) for any good games. Phone Craig on (0698) 282889.

● Swap three Game Gear games for any SNES game (Jap, USA, UK). Phone (081) 319 4492, after 6pm ask for Tun-Kin (GG games are Sonic, Wonderboy and GG Shinobi).

● Swap Addams Family, Pilot Wings, S Tennis, S Soccer, S Swiv, Alien 3, UN Squadron, Final Fight 2. Anything considered. Tel Matt on (0580) 891009.

● I will swap my Tiny Toons or Mario World for your Super Probotector, Tuff E Nuff or Super Star Wars. Phone Nick on (081) 560 3076 after 6pm please.

● Swap Scope gun, six scope games and Battleclash for Tiny Toons and Addams Family. Contra III, Castle Vania IV, F Zero, R Type, Ghouls N Ghosts, will swap for any decent offer, one for one. Phone Craig on (0532) 64875.

● I will swap my unboxed but in perfect condition NES with two joypads and seven games for a mountain bike or Mortal Kombat game for SNES if you're interested call Sean on Cardiff 664394.

● Swap Rival Turf (USA), or Mario IV (USA) for Star Fox (USA), game must come with instructions like mine! Phone after 5pm (0986) 873456. Also stereo lead for MD only £5.

● How about swapping your Super Probector, Axelay, Castlevania IV, or Super Mario World (all UK) for my Dragons Lair? Please call Gee on (071) 278 7633.

● I will swap my unboxed Master System II with two games for a NES. Please contact me on (081) 533 4054 and ask for Kevin.

● I will swap my Mystical Ninja or Ghouls 'N' Ghosts for any good game (pref Pop 'N' Twinbee, Batman Returns, Bomberman), may swap both games. All Game Boy for a good game. Phone Samuel on (0762) 344846 after 4pm.

● Swap World of Illusion and Game Genie (for Sega Mega Drive) for three Manga videos: Urotsu-Kidoji, Akira and 3x3 Eyes (any volume) or two videos and some comics (Manga) Write to: Ben Boston, 34 Lyppin Court Rd, Brentry, Bristol, BS10.

● SNES games, Mario Kart, Super Probotector, UN Squadron, Mario IV or Zelda III for my Joe and Mac UK version. Write to Carlos Johnson, 20 Winchelsea Rd, Tottenham, London, N17.

● Game Boy for any decent games for SNES. Games like SFII, Mario Kart or any games with a 90% rating. Call (06626) 61056. Ask for Jonathan.

● US SNES games to swap, I will part with either King Arthur's World or CastleVania for your Smash TV, Barts Nightmare or any other boxed with instructions. Ring Henry on (0256) 702996.

Wanted

● Wanted: SNES with game, cash waiting, reasonable prices. please ring (0962) 713590.

● Wanted: SNES games, must be UK boxed with instructions. Phone mark on (0443) 4421389 between 6-9pm only, or weekends. Willing to pay £20 a game.

● SNES games, Super NBA Basketball, Super Mario World, Mario Kart. Phone Sam on (081) 648 1437.

Pen pals

● Pen pal wanted, must be a boy and interested in Nintendo formats. Write to Allen Ward, 31 Anlaby Rd, Teddington, Middx, TW1 OPT, you must be nine!

● Pen pals swaps — if you're looking for something new, we're the club for you. Reviews, tips, cheats, sales, and much much more. Ring (0274) 584809.

● Hi, I'm 10 years old, my name is Daniel Paton. I love girls and SNES. So write to me (enclose a good photo) at 122 WestBourn Grove, London, W11.

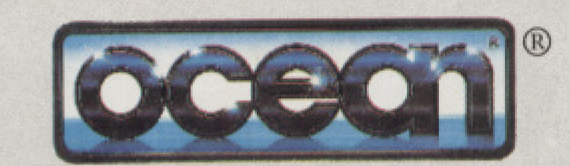
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The **Guide**

Directory

E n q u i r i e s

For over 250 games reviewed and rated — a complete guide to what's hot and what's not on the Nintendo scene — you know where to come...

ACROBAT MISSION 65%
● Teichiku
Good soundtrack, doesn't make up for the unoriginal gameplay.

ACTRAISER 83%
● Enix
Sexy graphics and masses of violent gameplay make this a great adventure, which you should play for days and nights on end.

ADDAMS FAMILY 88%
● Ocean
A lively one-player game with slick presentation and a funky soundtrack.

AGURI SUZUKI 83%
● LOZC
Fast, slick, well presented racing sim.with neat two-player option. Also known as F1 Super Driving. Plays better than he drives — good job really!

ALIEN 3 92%
● Acclaim
Possibly the best shoot-em-up ever! Superb atmospheric graphics and excellent sound give the action an excellent feel. The missions are varied and very challenging. Guaranteed to keep blast fans occupied for ages.



ALIENS VS PREDATOR 39%
● IGS
Great movie licence but this plodding beat-'em-up has flickering sprites and sluggish animation — a major disappointment!

ANOTHER WORLD 85%
● Interplay
The US version of the brilliant adventure Out Of This World. Cinematic 3D graphics and great puzzles. Very addictive but a little on the easy side.

ARCANA 57%
● Hal
Testing Import adventure game that is let down by poor graphics and frustrating gameplay.

ASSAULT SUITS VALKEN 89%
● MCS
Japanese version of Konami's superb shooter Cybernator.

ASTRAL BOUT 42%
● A-Wave
A disappointing beat-'em-up short on moves and highly frustrating.

ASTERIX 80%
● Infogrames
Detailed backgrounds, above average graphics and great presentation can't save this from being anything but an average platformer. Some nice touches, but nothing new.

AUGUSTA MASTERS 81%
● T&E Soft
Impressive golf sim with the additional bonus of a handy battery back-up. Great graphics and straightforward gameplay.

AXELAY 90%
● Konami
Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability.



BART'S NIGHTMARE 83%
● Acclaim
A fun — but sometimes tedious — game with great cartoon graphics and a funky soundtrack.

BATMAN RETURNS 82%
● Konami
Wonderful dark Gotham graphics and great sound, but ultimately just too easy and not varied enough.

BATTLETOADS 71%
● Tradewest
Unspectacular gameplay coupled with humorous graphics, cool tunes and varied levels can't redeem an otherwise mediocre title.

BATTLE BLAZE 33%
● Sammy Corp
Worst Street Fighter II clone ever. Lovely fantasy graphics, but literally only about four moves each!

BATTLE CLASH 35%
● Nintendo
An irritating little Robot shooting cart with nothing to sell it except that it's for the SuperScope. Wow!

BATTLE GRAND PRIX 75%
● Naxat
Impressive split-screen racer with simultaneous two-player option. Controls are a bit dodgy though!

BEST OF THE BEST 81%
● Loricel
Unusual Martial Arts sim with great variety in moves but pretty sad graphics.

BIG RUN 25%
● Jaleco
Dodgy graphics make this racer a non starter. A game best forgotten about!

BILL LAMBIER'S COMBAT BASKETBALL 45%
● Hudson Soft
Early attempt at a brawling basketball sim. Plenty of violence but very little gameplay.

BLAZEON 55%
● Atlus
Uninspiring Japanese shooter with little new to offer in terms of graphics or playability.

BLAZING SKIES 72%
● Namcot
Also known as Ace's High, this WWI Flying sims recreates the thrills and spills of historic dog fights.

BLUES BROTHERS 82%
● Titus
Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode.

B.O.B. 86%
● EA
An excellent platform shooter with a good selection of power-ups and weapons. A good challenge let down only by a slight control problem.

BUBSY THE BOBCAT 70%
● Accolade
Cosmetically excellent platformer let down by annoying controls. One hit and die system makes for frustrating gameplay.

BULLS VS BLAZERS 78%
● EA
One of the better basketball sims featuring the NBA's two hottest teams but still not as good as Tecmo's Super NBA Basketball.

CACOMA KNIGHT 72%
● Datam
Weird Japanese arcade game based on Qix, where you match up lines to form a picture. Fun for a while but not much lastability.

CALIFORNIA GAMES 2 36%
● DTMC
Appalling follow up to this arcade classic. Good six-player option but nothing else to offer. Nasty!

To help you find the games you want — fast — we've used the Super League colour-codes. Use this key below, and on the bottom of each page, to effortlessly pin-point the game style you're after.

ARCADE
Not just all those games converted from classic coin-ops but also any that feature more than one style of gameplay.

ADVENTURE/RPG
Games that usually take you on an adventure to another time or world and encourage you to use brains rather than brawn to solve the challenge.

BEAT-'EM-UP
Raw, aggressive untamed bicep-bulging, fist-flying action is what this category is all about. But just because a game is rough doesn't mean it's necessarily good.
The best beat-'em-ups always include a strong element of strategy (knowing exactly the best way to defeat an enemy). That's what makes *Street Fighter II* king!

PLATFORM
The Nintendo speciality. So called because the action usually involves jumping across a series of platforms (usually danger lurks underneath so don't fall off) to reach a goal and fight a level guardian.
The category has also grown to include all those jump-on-the-bad-guys'-heads games made popular by the *Mario* series.

C. RIPKEN JR BASEBALL 68%
● Mindscape
A fun baseball sim with good FX and sampled speech. Great cut away close-up screens but no excitement when a home run is scored. Disappointing controls but gameplay is enjoyable for two but not for solo players.

CAMELTRY 68%
● TAITO
Also known as On The Ball. The constantly rotating play area is impressive for a while but there's very little attention to gameplay.

CAPTAIN AMERICA AND THE AVENGERS 40%
● Mindscape
Some of the worst graphics ever, a poor soundtrack and frustrating gameplay conspire to make this arcade beat-'em-up conversion a big disappointment.

CASTLEVANIA IV 88%
● Konami
Outstanding presentation, excellent 3D and Mode 7 graphics and one of the best soundtracks around.

CHAMPIONSHIP POOL 83%
● Mindscape
Unexceptional graphics can't marr an excellent simulation. Loads of options — as good as it gets and then some!

CHESTER CHEETAH 65%
● Kaneko
A smooth well-presented game but lacking depth and polish. Graphics are pretty sketchy and gameplay is slow.

CHUCK ROCK 80%
● Sony
Large sprites, a rockin' tune and great playability — a bit little bit on the easy side though!

CLUE 66%
● Parker Bros
American conversion of the classic board game Cludo. Stick to the original it's more enjoyable.

COMBAT TRIBES 47%
● American Technos
A pretty good conversion of the boring arcade beat-'em-up. Sprites are small and undetailed.

COSMO GANG: THE VIDEO 45%
● Namcot
Feeble attempt to revamp Space Invaders. Good two-player mode but not much else to offer.

CONTRA SPIRITS 92%
● Konami
Released in the UK as Super Probotector. An excellent one- or two-player blaster full of power ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though.



D-FORCE 44%
● Asmik
Visually unattractive, but so bad it's almost cool. Pretty sad graphics and loads of pointless Mode 7 make this a cult purchase only.

DARIUS TWIN 50%
● Taito
One of the original shoot-'em-ups. Now appears dated but there's still some fast, button-fiddling action.

DAVID CRANE'S AMAZING TENNIS 86%
● Absolute
Incredible 3D animation and FX, large sprites and fast pace — needs more variety and a doubles option.

DENNIS 75%
● Ocean
Average graphics, sprite animation and sound may put some people off before they reach the more interesting upper levels. Nothing new or exciting.

DESERT STRIKE 87%
● EA
Straight conversion of the classic helicopter-based Gulf War sim with detailed graphics, fast scrolling and addictive gameplay.

DINOSAURS 81%
● IREM
Great graphics but needs more levels — difficulty option adds variety.

DRACULA 78%
● Psygnosis
Get past the early levels and you're in for a treat: Colourful graphics and a lasting challenge make this great fun.

DRAGON'S LAIR 87%
● Elite
Excellent graphics, dodgy to control at first and damn hard — addictive as hell.

DRAKKHEN 80%
● Infogrammes
Plenty of playabilty and depth once you get past the early levels.

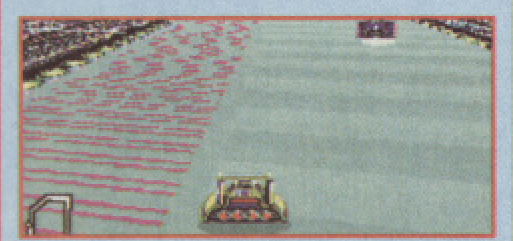
EQUINOX 84%
● Sony Imagesoft
Quality Zelda-style puzzler. A big challenge, though the awkward perspective can make things difficult.

EXHAUST HEAT II 84%
● Seta
The fastest Mode 7 racer around. Three different car classes and loads of tracks — brilliant!

EXTRA INNINGS BASEBALL 87%
● Sony
Cutesy one- or two-player baseball sim with excellent gameplay.

F1 EXHAUST HEAT 85%
● Ocean
Very playable Grand Prix sim featuring sixteen tracks, a one- or two-player option and a battery back-up.

F-ZERO 92%
● Nintendo
Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics— fast, brutal and fun.



F1 SUPER DRIVING 82%
● LOZC
Japanese version of Aguri Suzuki. Good digitised graphics and special FX — and thankfully it plays better than he drives!

FACEBALL 2000 72%
● Teichiku
Converted from the GB to the SNES. Better than average puzzler with plenty of shooting involved.

FATAL FURY 65%
● Takara
Another in the long line of SF2 clones. This 12 meg scrapper looks cool but is frustrating to play.

FINAL FIGHT 79%
● Capcom
This great conversion of the classic arcade hit is only let down by its lack of two-player option.

FINAL FIGHT 2 60%
● Capcom
A rehash of *Final Fight* with a new difficulty setting. Excellent sprites and animation, but no thinking required. Not much of a challenge.

FINAL FIGHT GUY 75%
● Capcom
Special edition of Final Fight which comes with free CD and an extra character to choose. Still no two-player option though!

FIRST SAMURAI 85%
● Kemco
Great sprite detail, superb digitised speech, strategy sections, puzzles and a relentless challenge make this a treat for the senses.

FINAL FANTASY II 76%
● Square
An excellent introduction to RPGs but lacks serious challenge. One for beginners only.

FORMULA ONE CIRCUS 58%
● Nichibutsu
Unconvincing Japanese racer with an overhead view and useless sprites and awful bleepy sounds.

GAMBA LEAGUE
Japanese version of Extra Innings.

GEORGE FOREMAN'S KO BOXING 45%
● Acclaim
Nasty Boxing sim, even the two-player option doesn't save it.

GEOMAN WARRIOR
Japanese version of The Legend of the Mystical Ninja.

GODS 81%
● Mindscape
Tough puzzles and tedious first levels but gameplay gets better.

GOOF TROOP 88%
● Capcom
A prepubescent Zelda, a perfect introduction to puzzling for pre-teens but a challenge to everyone. Only one level but a great example of co-operation, not competition.

GOLDEN FIGHTER 54%
● Culture Brain
Annoying fighting game let down by poor the animation and gameplay.

GRADIUS III 87%
● Konami
One of the original horizontal shooters. Loads of great weapons and power-ups and super graphics.

GUN FORCE 70%
● Irem
Challenging but slow blaster with good graphics.

HARLEY'S HUMONGOUS ADVENTURE 36%
● Hi-Tec Expressions
One of the worst platform games around. We loathed it.

HAT TRICK HERO 86%
Also known as Super Soccer Champ. Amusing, unrealistic football game with two-player option. Frustrating gameplay.

HIT THE ICE 49%
● TAITO

PUZZLE
Specific games with the emphasis on solving problems using the old grey matter rather than blasting everything in sight — although *Tetris and Bombliss* proves you can successfully combine the two. Sounds a bit heavy but many of the most interesting and addictive SNES games (*Lemmings* and *The Lost Vikings* for example) are puzzlers.

SHOOT-'EM-UP
It all started way back with *Space Invaders* and *Asteroids*. Over a decade later the graphics have changed but the basic format is still the same. The theme is invariably '...the planet has been invaded by evil aliens. Grab a gun/jump in your spaceship and blast everything in sight.' but that doesn't stop the action being fast, furious and very intense.

SPORTS/RACING
The widest ranging category of them all includes the major sports — golf soccer, American football, tennis, motor racing (technically it is a sport!), baseball, basketball — plus some unusual ones like crazy golf and ten-pin bowling. Playing sports sims is your chance to fulfill those moments you've always dreamed about — like scoring that winning goal in the World Cup final!

SIMS/STRATEGY
The games your mum and dad want you to have! Many a clever gamer has managed to get their parents to buy them a simulation on the grounds that it's 'educational' and '...it will help with my homework, honest.' Strategy games (for example *Populous* and *Powermonger* require a great deal of tactical planning.

Average conversion of arcade ice hockey sim with the emphasis on fighting rather than skilful play. Tedious in one-player mode slightly more interesting for two.

HOLE IN ONE 53%
● Hal
A golf game with only one course? This crazy golf game is a laugh for a few minutes rapidly becomes boring.

HOME ALONE 18%
● T•HQ
Probably the singularly most appalling game on the SNES. Nuff said!

HOME ALONE 2 65%
● T•HQ
An improved sequel. Graphics are still a bit sketchy but the gameplay is pretty addictive and some of the puzzles are a real laugh.

HOOK 81%
● Sony
Looks great, sounds great but falls down on playability.

HUMAN GRAND PRIX 81%
● Human
If it wasn't for the dodgy controls this would be one of the best racers on the market. Cool two-player split-screen option.

INCREDIBLE CRASH DUMMIES 75%
● Acclaim
Big, bawdy graphics, humorous overtones and nice animation can't save this from being an average, somewhat clumsy, platformer.

IREM SKINS GAME 86%
● IREM
Excellent graphics and playability and a cool two-player option lets you play against mates for cash.

JACK NICKLAUS GOLF 77%
● Konami
Good sim, limited number of holes to play.

JAKI CRUSH 56%
● Naxat soft
A bit too repetitive, but just imagine playing pinball in an abattoir!

JAMES BOND JR 43%
● T•HQ
Unrealistic scrolling, awful sound and nasty animation.

JAMES POND'S CRAZY SPORTS 38%
● Storm/Sales Curve
James should stick to platformers — cute sprites but gameplay requires a pummelling of the joypad rather than skill. Nothing to interest serious players.

JERRY BOY 81%
● Konami
Japanese version of the weird but excellent platformer Smartball. Brilliant cartoon graphics make this a visual treat.

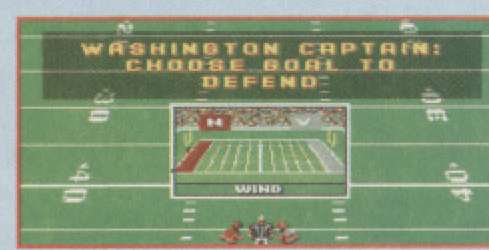
JEOPARDY 45%
● Gametek
A poor console conversion of the American general knowledge TV quiz show. Needless to say all the questions are about, yes you guessed it, America!

J. CONNORS' TENNIS 70%
● Ubi Soft
Above-average tennis sim with lots of variation. Slow at first but good fun.

JOE & MAC 84%
● Elite
Slick animation and smart visuals with a great two-player — levels are a bit samey!

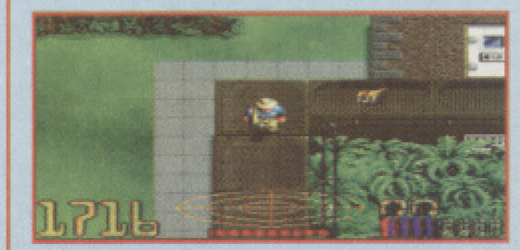
JOE & MAC 2 86%
● Elite
Don't be fooled by the name this is nothing like the original although it's a very good game in its own right. Great gameplay!

JOHN MADDENS '93 90%
● EA
Great sound, and good — but small — sprites make this a brilliant one- two-player American football sim. The controls are hard at first but once mastered it's great fun.



J. MADDENS FOOTBALL 45%
● EA
Terrible conversion of one the best American Football sim ever. Get the sequel!

JURASSIC PARK 92%
● Ocean
A monster of an adventure/shoot-'em-up. Amazing graphics and sound, exceptionally addictive — it really pushes the SNES to its limits. Superb!



KA-BLOOEY 60%
● Kemco
Also known as Bombuzal. Weird puzzler with the emphasis on blowing up bombs and balancing on platforms.

KIKIKAIKAI 85%
● Natsume
Also known as Pocky and Rocky, this wacky Japanese adventure has bags of character and classic end-of-level guardians.

KING ARTHUR'S WORLD 82%
● Jaleco
Excellent strategy/puzzler in the mould of Lemmings. Slow to start but lots of in-depth gameplay.

KING OF THE MONSTERS 70%
● Takara
Great animation but dodgy music and poor FX mean you'll soon get bored.

KING OF THE RALLY 65%
● Meldac
Sparse racing game with good graphics but not enough challenge and very limited.

KK'S PLAYER MANAGER 86%
● Anco
Faultless lastability and hundreds of options make this one of the best in its field, despite some dodgy graphics and bland spot FX.

KRUSTY'S SUPER FUN HOUSE 82%
● Acclaim
Humorous gameplay with a good range of puzzles but too repetitive!

LAGOON 75%
● Kemco
A huge, challenging RPG. Not in the same league as *Zelda 3*, but a solid, though sometimes tedious, piece of work.

LEMMINGS 90%
● Sunsoft
Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning.



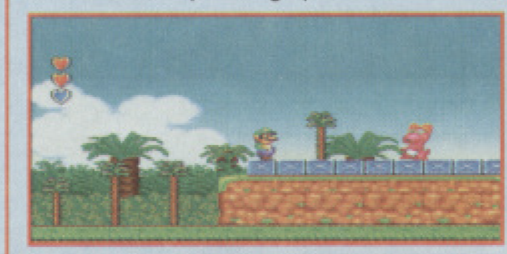
LETHAL WEAPON 57%
● Ocean
Run-of-the-mill shooter with very sad gameplay.

LOST VIKINGS 91%
● Interplay
One of the most original games to grace the SNES. *Lost Vikings* combines excellent cartoon-style graphics with addictive gameplay. One of the best game's released this year and a must for puzzle fans, others will be quickly converted.



MAGIC ADVENTURE 77%
● Bandai
Unusual Japanese game with good graphics but bland gameplay.

MARIO ALL STARS 92%
● Nintendo
Great value compilation cart featuring SMB, SMB2 & 3 and the previously unavailable Lost Levels. Improved graphics and sound.



MAGIC SWORD 64%
● Capcom
Probably Capcom's weakest game to date. Looks good but the gameplay is just too slow.

MARIO IS MISSING 42%
● Mindscape
A valiant attempt at an edutainment game using the popularity of the Mario Bros. Let down by restricted gameplay and level of difficulty.

MARIO PAINT 82%
● Nintendo
Fun-packed but basic art package for kids.

MECH WARRIOR 79%
● Activision
A complicated action and strategy title.

MEGA LO MANIA 87%
● Imagineer
Brilliant strategy with near perfect presentation, lovely sound and user-friendly controls. Time-travelling battle making made easy!

MICKEY'S MAGICAL QUEST 91%
● Capcom
Superb game with great graphics and enchanting soundtrack. Gameplay is a little easy but can be altered to make the game more interesting.



MIGHT AND MAGIC II 84%
● Elite
A big game with loads to explore, but falls behind a bit in the excitement stakes, one for dedicated adventurers. One of the best first-person perspective RPGs so far.

MONOPOLY 25%
● Parker Bros
Bad sound and FX make this poor conversion of the board game very boring!

MORTAL KOMBAT 87%
● Acclaim
Excellent graphics and gameplay, but lacks the challenge of *SFII*. Great sound, good two player game.

MR NUTZ 90%
● Ocean
Arcade quality, well above average platformer. With big, well defined sprites and some of the grooviest villains seen on the SNES it's a joy to play.



MUSYA 60%
● Datam
Japanese cart with some nice touches, but nothing to really keep you playing.

MYSTICAL NINJA 88%
● Konami
US version of Geoman Warrior. Excellent one- and two-player game, with loads of options and levels — brilliant!

NBA ALL-STAR CHAL. 63%
● Acclaim

Arcade | Adventure/RPG | Beat-'em-up | Platform

Simplistic basketball sim with good graphics and five small sub-games but no match option.

NCAA BASKETBALL 86%
● Nintendo
Also called Super Slam Dunk this visually stunning basketball sim uses Mode 7 to great effect.

NHLPA HOCKEY 81%
● EA
Slightly disappointing conversion of the brilliant Mega Drive Ice Hockey game EA Hockey '92.

NHLPA HOCKEY '93 73%
● EA
Updated sequel with much improved playability, loads of stats and furious fighting scenes.

NIGEL MANSELL'S F1 CHALLENGE 82%
● Gremlin
A polished, fast paced and very playable racer, with a full season's racing and a password system. A high speed drive without the rigmarole of a complex sim.

NOLAN RYAN'S BASEBALL 64%
● Romstar
Disappointing licence from the best pitcher in the Major League. Plenty of stats but not enough has gone into gameplay.

ON THE BALL
See Cameltry

OUT OF THIS WORLD 85%
● Interplay
UK version of Another World. A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive.

OUT TO LUNCH 83%
● Mindscape
An amusing and entertaining platformer — clourful, detailed, great parallax scrolling, easy to pick up and includes a great soundtrack.

PAPERBOY 2 33%
● Mindscape
A horrible conversion of a horrible game. Very dated and very poor.

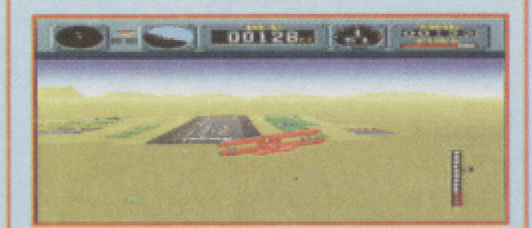
PARODIUS 87%
● Konami
Fun gameplay, excellent graphics and great tunes make this a real laugh — a bit easy!

PEBBLE BEACH GOLF 83%
● T&E Soft
Brilliant digitised graphics and simple but responsive controls. Only one course!

PGA TOUR GOLF 85%
● EA
The most accurate of golfing sims. Many may find play four rounds in a championship a little boring but hey… that's golf!

PHALANX 74%
● Kemco
Unoriginal and frustrating gameplay saved only by clean, sharp graphics.

PILOTWINGS 91%
● Nintendo
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying game!



PIPE DREAM 74%
● Kemco
A two-player puzzler high on good graphics but short on thrills.

PIT-FIGHTER 36%
● T•HQ
Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard.

POCKY AND ROCKY
● Natsume
See Kikikaikai

POP 'N TWINBEE 80%
● Konami
This colourful shooter combines the excellent graphics of *Axelay* with cute appeal of *Parodius*. Atmospheric tunes and great level bosses make this a real treat to the senses. A little too easy in one-player mode.

POPULOUS 81%
● Anco
The king of strategy games. Maybe getting a little long in the tooth but still gives most games of its kind a run for their money.

POWER ATHLETE 25%
● Kaneco
Oh no, another SF2 clone, only with graphics a Game Gear would reject!

POWERMONGER 64%
● Powermonger
With a SNES mouse this battle strategy sim is a good conversion of the Amiga classic, if not the control method is very slow and frustrating.

PRINCE OF PERSIA 89%
● Konami
Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system!

PRO QUARTERBACK 66%
● Tradewest
Visually stunning but ultimately boring American Football simulation. Uses a unusual 3D Mode 7 perspective but plays are too difficult to complete.

PUGSLEY'S SCAVENGER HUNT 85%
● Ocean
Very good sequel to the first *Addams Family* release, boasting incredible graphics and sparkling tunes — not as playable though!

PUSH OVER 76%
● Ocean
Domino Rally-style puzzler to blow your brain cells, ported across from the Amiga.

Q*BERT 3 64%
● NTVIC
Cool graphics but monotonous gameplay soon gets boring.

RACE DRIVING 25%
● T.HQ
One of the worst racing gams of all time.

RAD PSYCHE RACING 26%
● ?
Don't venture anywhere near this gigantic, outrageous pile of doggy do's. It's awful.

RAIDEN TRAD 65%
● Electro Brain
Another arcade blaster featuring a two-player simultaneous option but not much else.

RAMPART 51%
● EA
Wall-building sim with below average graphics and poor sound — lacks depth.

RANMA 1/2 80%
● NCS
Cutesy Japanese Anime beat-'em-up based on popular cult cartoon. A fluffy version of SF2 Weird and wacky but not as good as the sequel.

RANMA 1/2 PART 2 85%
● NCS
Excellent and even weirder sequel to Ranma. Great moves and graphics but a little easy!

RIVAL TURF 55%
● Jaleco
Scrolling beat-'em-up with nice graphics but no two-player option and limited controls.

ROAD RUNNER: DEATH VALLEY RALLY 73%
● Sunsoft
Superb graphics, fun gameplay with great Warner Bros theme — awkward controls.

ROBOCOP 3 48%
● Ocean
Above average backgrounds but bad animation and sprites make gameplay far too frustrating.

ROCK & ROLL RACING 90%
● Interplay
Classic soundtrack, great sampled speech and a wicked, though slightly squashed, two-player game make this a winner. Mass destruction with a weird perspective.

ROGER CLEMENS MVP BASEBALL 45%
● Acclaim
Disappointing baseball sim from the Major League's most talented pitcher. Not worth the money.

ROYAL RUMBLE 80%
● Acclaim
This sequel to *WWF Wrestlemania* is an improvement but doesn't go far enough. Fun in two-player mode but not enough variety for the solo player. Presentation is good but ultimately too easy.

RPM RACING 68%
● Interplay
Off-Road racer with split screen for simultaneous two-player head-to-head challenge.

RUSHING BEAT RUN 74%
● Jaleco
Sequel To Rival Turf with improved characters and graphics but not enough variation in gameplay.

SHADOW RUN 92%
● Data East
Addictive and playable adventure/RPG with cool sounds, vivid sprites and logical puzzles. Rivals *Zelda* for best of its class.



SIM CITY 88%
● Nintendo
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages!

SIM EARTH 74%
● Imagineer
A strange but interesting 'edutainment' cart. An intellectual and ecologically sound planet simulation.

SKÜLJAGGER 62%
● American Softworks
This hack 'n' slash piratey affair is too frustrating to be an essential purchase.

SKY MISSION
See Blazing Skies

SMART BALL 81%
● Konami
US version of Jerry Boy. Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little bit easy.

SONIC BLAST MAN 69%
● Taito
Active animation and colourful backdrops but too repetitive to provide a lasting challenge.

SOUL BLAZER 84%
● Enix
This wacky sequel to Actraiser looks great but is far too simple. A great introduction to arcade-style RPGs but it shouldn't take more than a week or so to finish it.

SPANKY'S QUEST 75%
● Natsume
Platform-based arcade action starring an ape. Work your way through he endless levels (armed only with an unlimited supply of balls!) looking for keys — fun but limited.

SPIDERMAN AND THE X-MEN 75%
● Acclaim

Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

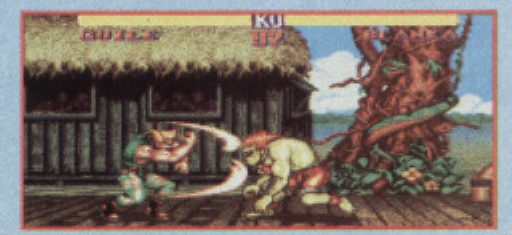
A real disappointment considering how good Spidey on the MD was. There's plenty of variety in gameplay but there's simply not enough action. Cool Guns and Roses style theme tune but not much else. Comics fans only.

SPINDIZZY WORLDS 82%
● ASCII
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating.

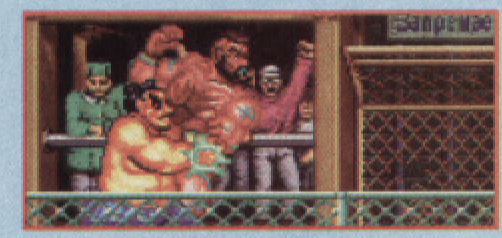
STARFOX 85%
● Nintendo
Japanese version of visually impressive space-based 3D shooter featuring new SFX chip. Not as good as we hoped — and a little on the easy side — but still a great gaming experience. Not to sure about the hefty price tag though.

STARWING
Official UK version of StarFox.

SF II 92%
● Capcom
The best beat-'em-up ever! Huge 16-meg cart boasting awesome graphics and incredible long-lasting playability. The only fault is the minor control problems — some of he special moves take a while to master but once you sort this ot the game is only limited by your own skill.



SF II TURBO 96%
● Capcom
With superb speed, sound, graphics and addictiveness *SFII Turbo* is the best beat-'em-up to date. Four new characters to master, loads of new moves and super fast gameplay — you won't know what hit you.



STRIKE GUNNER 63%
● NTVIC
A limited-appeal blaster with simultaneous two-player option but far too easy!

STRIKER 82%
● Elite
Loads of options allow you to customise every stage of gameplay from players' attributes to pitch surface. Very easy in one-player mode but the 64 teams make two-player games great fun.

SUNSET RIDERS 89%
● Konami
Arcade perfect conversion, a brilliant side on shoot-'em-up, it's bright, loud and great fun. Easy to pick up, hard to finish.

SUPER ACTION FBALL 77%
● Nintendo
This innovative American football sim uses an unusual slanted perspective in attempt to capture the thrills 'n' spills of NFL action. Unfortunately it only succeeds in giving the action a disorientating feel. Still a pretty good game though not in Maddens' class.

SUPER ADVENTURE ISL. 84%
● Hudson Soft
This fruit collecting arcade classic has been around for years but still plays and looks good. Good graphics and a wicked soundtrack let down by frustrating gameplay.

SUPER AIR DIVER 83%
● Sunsoft
Amazingly fast, extremely addictive and visually tremendous shoot-'em-up, incorporating stunning Mode 7 scrolling.

SUPER ALESTE 78%
● TOHO
A fast vertical shoot-'em-up that's really rather nice and detailed.

SUPER BASES LOADED 45%
● Jaleco
Also known as Super Pro Baseball. Sketchy baseball sim with an un-finished look to the graphics — good gameplay but lacks presentation.

SUPER BATTER UP 83%
● Namco
Definitely no picture to look at but get past the sketchy pain-by-numbers graphics and this is one of the better baseball sims. Quick and responsive with plenty of good gameplay.

SUPER BATTLETANK 57%
● Absolute
A far too basic tank sim launched on the back of the Gulf War. Superb graphics but the controls are frustrating and the constant flicking between map screens to find your location drives you crazy.

SUPER BOMBERMAN 81%
● Hudsonsoft
The best multi-player game around. Grab a four-player adapter and this otherwise limp one-player game transforms into an addictive and exciting experience.

SUPER BOWLING 70%
● Technos
A good four-player cartoon-style ten-pin bowling sim with a real raunchy rock 'n' roll soundtrack. Fun with friends but boring on your own. Once you master the right place on the lane you can score a strike every time.

SUPER CUP SOCCER 72%
● Jaleco
Also known as Super Goal. Easy to play one- and two-player side-on soccer sim lacking variety and realism — there are no yellow or red cards!

SUPER DOUBLE DRAGON 70%
● Tradewest
Rough 'n' ready sideways scrolling beat-'em-up Graphics and FX are bland but gameplay is fun especially for two players.

SUPER DUNKSHOT
See NCAA Basketball

SUPER FIRE PRO WRESTLING 45%
● Human
Hilariously bad to the point of almost being good simultaneous four-player multi tap wrestling game.

SUPER FORMATION SOCCER 84%
● Human
Slightly inferior Japanese version of Super Soccer. Slick 3D footie sim with great graphics. One- and two-player option plus two players simultaneously against the computer. Moves are a little limited and this version has no yellow cards or penalty shoot out option.

SUPER FORMATION SOCCER 2 70%
● Human
Fun four player mode, but needs more variety for soloists. Despite the redrawn graphics, no real improvement over the original.

SUPER GOAL
See Super Cup Soccer

SUPER GHOULS 'N GHOSTS 89%
● Capcom
Classic arcade action that still stands the test of time. Very challenging and occasionally sluggish — a real test of your skills.

SUPER JAMES POND 85%
● Ocean
This classic features some of the most colourful graphics of any SNES game but suffers from a ridiculously easy difficulty setting and slow gameplay. Best suited to younger players.

SUPER KICK OFF 76%
● Anco
Overhead very fast football game with zillions of options — poor scrolling leads to frustrating gameplay.

SUPER NBA BASKETBALL 88%
● Tecmo
Brilliant official NBA basketball game with slick scrolling, incredible fast pace and great controls. The best five-on-five game available.

SUPER MARIO KART 90%
● Nintendo
The best racing game ever! Yes, Mario and the gang are back in an incredibly-addictive karting game. There are three difficulty settings, one- and two-player options pus a choice of Grand Prix, Battle or Time Trial. Non-stop fun but maybe a bit limited for solo drivers.

SUPER MARIO WORLD 95%
● Nintendo
Mario's first SNES adventure is packed with 96 levels to explore and masses of tricky puzzles to solve, bonus rooms to find and special worlds to conquer. Superb cute graphics, brilliant theme tune and the best playability ever — recommended to everyone.



SUPER OFF-ROAD 51%
● Tradewest
Race off-road trucks around indoor circuits filled with hazardous obstacles. Prize money is awarded depending on position and there are plenty of upgrades to buy and different levels but repetitive gameplay gets boring.

SUPER PANG 86%
● Capcom
This bubble-bursting arcade conversion pits a boy and his gun against ever increasing quantities of bubbles. The aim is to blast the lot and grab the power-ups before moving onto the next level where things get even tougher. Great gameplay but no two-player game. Highly addictive.

SUPER PLAY ACTION FOOTBALL 77%
● Nintendo
Disappointing American football sim considering how brilliant Nintendo's other releases have been. All 28 NFL teams are here, plus College and High School teams. Features three different control systems depending on difficulty and some cool moves but is missing vital ingredients in the gameplay department. Could've been wonderful. Oh well...

SUPER PRO BASEBALL
See Super Bases Loaded

SUPER PROBOTECTOR
See Contra Spirits Also known in US as Contra III

SUPER PUTTY 87%
● System 3
Fantastic, bright graphics, great sound and a groovy control method are hampered by serious difficulty and only four levels.

SUPER R-TYPE 83%
● IREM
One of the first four UK Pal Super Nintendo releases and it's easy to see why. This highly addictive sideways-scrolling space-age blaster has loads of power-ups, great graphics and sound and a nice and tough difficulty setting.

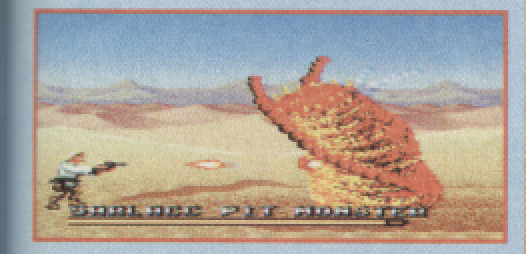
SUPER SMASH TV 87%
● Acclaim
Based on futuristic Running Man style quiz show where the aim is to kill or be killed.Slick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Firing controls are a bit tricky at first as each of the four buttons fires in a different direction but this doesn't take too log too get to grips with.

SUPER SOCCER CHAMP
See Hat-Trick Hero

SUPER STAR WARS 92%
● JVC
One of the best shoot-'em-ups of all time and a total gaming experience. From the second

Arcade | Adventure/RPG | Beat-'em-up | Platform

the amazing movie-style introduction and stunning theme tune starts up you're hooked. A top-notch game that is instantly addictive. Brilliant visuals, brilliant FX and it is so simple to play it's unbelievable. The only problem is that it's not too difficult to complete but even so you won't be able to stop going back for another go. Definitely has to be seen (and heard!) to be believed.



SUPER STRIKE EAGLE 79%

● Microprose

A fast and furious flight sim featuring excellent mode 7 scaling and rotation. Gameplay becomes repetitive after a bit of play though.

SUPER STRIKE GUNNER 55%

● NTVIC

Very easy up-the-screen space-based shooter that takes about an hour to complete. No lastability at all.

SUPER SWIV 78%

● Storm

Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating. Two-player simultaneous game is much more playable.

SUPER TENNIS 88%

● Nintendo

Loads of options to choose from including an excellent two-player mode. With good cartoon-style graphics, above average FX, and one of the most playable control systems ever, this tennis sim is very addictive and very realistic. One of the best sports games ever.

SUPER TETRIS + BOMBLISS 85%

● BPS

Straight conversion of the fiendishly addictive Tetris. Graphics are nothing special but the gameplay is superb as ever. Bombliss is a great game in its own right and combining the two is a great value for money cart if you're a fan of classic puzzlers.

SUPER VALIS 60%

● Telenet

Another in a long line of samey Japanese platformers. Graphics and backgrounds are cute but gameplay isn't challenging at all.

T2 JUDGMENT DAY 46%

● Acclaim

Another disappointing film licence. *T2* promises so much but delivers very little. Frustrating gameplay and sketchy graphics result in limited lastability.

TAZ-MANIA 86%

● T* HQ

A original combination of racing game and collect-'em-up. The graphics and the sound is excellent although gameplay becomes repetitive.

TERMINATOR 55%

● Mindscape

Boring and frustrating licence that promises so much and delivers very little. Despite a good intro sequence, atmospheric visuals and digitised movie stills once you get to the action the gameplay falls flat. Levels are huge but it's very hard and quickly becomes frustrating, annoying and then boring.

TEST DRIVE II 78%

● Accolade

Realistic sports car challenge against computer. There's a choice of four classic sports cars and a great in-the-cockpit view. The aim is on realism so you really get a feel for speed. There are a number of highways to race on and a few nice touches like flies splatting on the windscreen and the grumpy cop who arrests you for speeding. But lacks excitement.

THE HUNT FOR RED OCTOBER 55%

● Hi-Tech Expressions

Limited and almost unrecognisable Super Scope conversion of the popular submarine suspense movie starring Sean Connery and William Baldwin. Dodgy graphics and uninspiring gameplay make sure this sinks rather than swims.

THE REN AND STIMPY SHOW: VEEDIOTS 79%

● THQ

Excellent presentation but only four levels make this too easy to complete. Fun and frantic, it's crazy all the way!

TINY TOONS 87%

● Konami

Visually stunning cartoon platformer starring the Warner Bros gang. The dash control takes a while to get used to but once mastered is brilliant. The sub-games are superb — there's even a mini American football game!

THE ROCKETEER 45%

● IGS

Poor Disney licence of a very bad film. In the early rounds the action consists of racing a plane around in circles against computer controlled opponents but later goes onto include beat-'em-up sections.

THUNDER SPIRITS 65%

● Seika

Another in a long line of samey Japanese shoot-'em-ups. Decent graphics but nothing in the gameplay department to interest.

TOM AND JERRY 44%

● Hi-Tech Expressions

A lifeless conversion of a classic . Some really good graphics but the annoying control system makes gameplay really frustrating .

TOP GEAR 88%

● Kemco

Also known as Top Racer in Japan, this is one of the great racing games of all time. Four cars, loads of tracks and super gameplay make sure you'll be playing under the chequered flag comes down .

TOP GEAR 2 84%

● Kemco

An update of Top Gear, this improved version includes a whole host of add-ons and a huge amount of tracks. Nice, clear graphics but average sound. One for enthusiasts.

TRODDLERS 65%

● Storm

An unoriginal, well made puzzler. Fun in two player mode but one player needs more variety. With 175 levels, it's quite a challenge. Entertaining and uncomplicated.

TUFF E NUFF 65%

● Jaleco

An above average beat-'em-up with large sprites, impressive speech and an action replay feature.

TURTLES IN TIME 75%

● Konami

Great visuals with rockin' sounds and speech. Fun to play but lacks challenge and variety.

ULTRAMAN 51%

● Bandai

Seasoned Japanese beat-'em-up which looks pretty out of date these days. Some good touches but otherwise lifeless.

UN SQUADRON 83%

● Capcom

One of the earliest Capcom classics this impressive arcade-style plane-based shooter still stands the test of time pretty well. It was a major hit on the Super Famicom and it's going strong to this day. There are plenty of weapons, loads of enemies and impressive graphics, unfortunately it suffers badly from 'slow down ' when there is plenty of action on-screen.

WAIALAE COUNTRY CLUB 76%

● T&E Soft

Graphically impressive but plodding golf sim over one of the world's most spectacular and unforgiving courses. The scenery takes your breath away but the gameplay is too slow.

WARP SPEED 75%

● Accolade

Cool looking spaced-based blaster with very impressive use of Mode 7. Gameplay is slow as you fight enemies one-on-one rather than blast it out wit a whole fleet.

WHEEL OF FORTUNE 37%

● Gametek

American Hangman-style TV quiz game that's a laugh for a group but tiresome for the single player.

WING COMMANDER 84%

● Mindscape

An excellent intergalactic fighting adventure with stunning visuals, oodles of missions and space scum to blow away. Graphics can be a bit dodgy and there is some slowdown when the action gets really hot.

WING COMMANDER: THE SECRET MISSIONS 81%

● Mindscape

An improved version of Wing Commander with all new missions but an identical format.

WORLD CLASS RUGBY 78%

● Imagineer

Unusual but enjoyable cartoon rugby union sim released on the back of the popularity of the World Cup.

WORDTRIS 65%

● MicroProse

A strange and disappointing twist to Tetris. Matching letters instead of blocks doesn't work anywhere near as well.

WWF WRESTLEMANIA 80%

● Acclaim

A good arcade conversion capturing all the thrills and spills of WWF wrestling. Tough at first with a lot of button prodding.

X-ZONE 61%

● Kemco

Another SuperScope game, and easily the best of a *very* bad bunch. The aim of this shooter is to overcomes the defences of a computer that's gone out of control.

XARDION 60%

● Asmik

Jap blaster with neat graphics but just not fast enough. The highlight is the smooth scrolling and the Contra-type gameplay which raises it to just-above-average.

YOSHI'S COOKIE 79%

Nintendo

Cute, competent puzzler with fast, furious two-player mode and bags of Mario appeal make this a good alternative to Tetris.

ZELDA 3 : A LINK TO THE PAST 93%

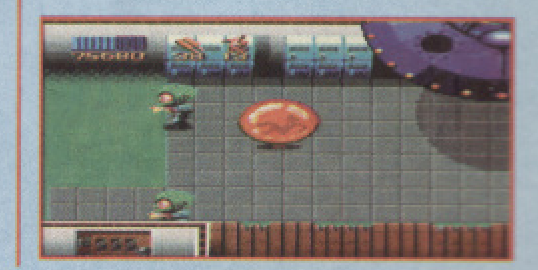
● Nintendo

A superb RPG with great effects and 3-D maps. The graphics aren't spectacular but the rivetting gameplay and the challenging but not overpowering puzzles make this one of the best games ever.

ZOMBIES 90%

● Konami

An excellent B-movie homage. Varied villains from psycho babies to chainsaw-wielding madmen and a frantic arcade style make this a fun, furious belter of a cart.



That's all for this month — join us next issue for even more reviews and ratings. Remember, for all the game info you'll ever need, Directory Enquiries has it all…

Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

The Professionals

What exactly do the select group of people known as the playtesters do all day? Who are they and what's it like to have the job most games-players would kill for?

And who, we hear you ask, are *they*? They're Ocean's games testers, the select few who see all the top games months ahead of their release dates and can actually influence the finished product substantially.

Ask any teenager what they'd like to be when they leave school. Traditionally, the answers may have been 'a musician', or 'a footballer', but more recently 'a playtester' features strongly. Our very own top gamesplayer Simon Hill was one such devotee — he wrote to big software companies like Ocean, Sega, Microprose, Anco, US Gold — well, everyone and their cat. His own idea of a playtester was a common misconception — that it would be easy to sit and play games all day, looking for bugs and having a laugh. Okay, that is an important part of the job, but there is more — quite a lot more…

We spoke to top tester Paul Flanagan, one of the people behind the de-bugging of games like *Jurassic Park* — incidentally, his favourite game on both the SNES and NES — and *Lethal Weapon.* At the ripe old age of 20, Paul has two years of testing experience under his belt. After re-taking his GCSEs at sixth form college, he went on to a computer training course, and got the job after responding to an ad in his local paper. One interview led to another, and Ocean offered him the hallowed title of Games Tester.

It's a living

Sounds great, but what does a game tester actually do? Well, they test games. It sounds daft, but that's what they do — they play a game through looking for any bugs, dodgy playability or corrupted pixels and send it back to the programmers with a progress report. Games have to be played through on *every* format (ie on the Amiga, a game must be tested on the 1.2, 1.3 with and without upgrade, 500+, 600, 600HD, 1200, 1200HD, 3000 and 4000. Phew!), and *every* part of the game explored. Can you imagine doing that with *Jurassic Park* or *Flashback*? It's apparently not as easy as many people imagine. 'I came in at 9.30am last Tuesday and tested *Jurassic* on the PC. We got a new version in at about 7pm, and I tested that through the night until about 6am the next morning,' Paul went on. 'Then I was whisked off to ABLEX (a disk duplication company) and tested their game samples. I got home at about 3.30pm on Wednesday.'

There goes the myth about *just* playing games all day! 'There's a lot of pressure in the job. If anything goes wrong, it gets traced back to you. When a game comes in for a season release, it's a pretty loose deadline, but it's a deadline nevertheless.' So why stay in such a high-pressure, long-day job? 'It's the people I work with, those moral guardians constantly striving to protect me from the evils of the outside world.' Hmmnn…

"There's a lot of pressure in the job. If anything goes wrong, it gets traced back to you."

The Paul Flanagan we saw is an extremely hard-working, intelligent and funny individual, so where does this 'easy life' image come from? Many people we've spoken to on the subject think of gameplayers — testers in particular — as social misfits, people who sit hunched in front of a TV screen all day with nothing else on their minds other than how to complete the level or defeat the bad guy. Not so. At Ocean, the playtester's work area is lively, full of idle banter but with an air of something actually being done while the perpetrators have fun. It's nothing like any other office (apart from other playtesters!), it's full of young, enthusiastic people with a passion for their work. Paul even has a social life outside work. He's an avid Stockport County fan — 'Better than their Manchester rivals,' he enthuses, and he loves a cool pint of Stella Artois at the end of a hard working day… playing games. Ah yes, back to that point. Many of you could probably happily play games all day, but that's the difference between the myth and reality of games testing. You and the rest of the games-buying population play games for fun — for these guys and gals their job, their *livelihood*, can kill or make a game. They can hardly sit back and enjoy a cart if they're constantly looking for glitches, corruptions and bugs. Exploring every aspect of every Ocean release is an enormous, time-consuming task and isn't to be taken lightly.

On the game

A playtester's dedication is such that, in extreme situations, the job 'Could involve going out to the programmer's house and working closely with them in order to perfect the product. *Jurassic* was different; the programmers are in the same building, so we worked really closely and I think that shows in the smooth playability and gameplay.'

Testers also help the PR department because they don't know the game half as well as the professional players. They handle TV appearances, pose for publicity shots — it's a lot of responsibility.

Having played Paul at *European Champions*, an Amiga footy game he's been testing for eight months, our very own Jon Bruford now knows the humiliation of an 11-0 defeat. Paul knows every inch of the sport sim, and his dedication came shining through his victorious laughter.

Games testing is far from easy, it's a demanding, time consuming but ultimately satisfying job. To test games, a natural aptitude for playing is a must, and a willingness to work ridiculously long hours is a help. It just goes to show — if you want a job done, go to the professionals ■

Next Month On Sale 23rd December

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Special thanks to Woody, Doug and all the guys at Virgin and Westwood studios for their kind hospitality and everyone who helped make this issue possible. This time we'll leave the final words to Chris Rice 'If i ever find out who started this flu virus i'll bloody kill 'em



For over 40 YEARS he's been making us laugh... driving Mr. Wilson crazy! Now you can play the sling-shot hero and join in on all his side splitting pranks. Dennis is his name and mischief is his game! So c'mon...





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GAME BOY™



Nintendo ENTERTAINMENT SYSTEM

Will they save us, Ren?

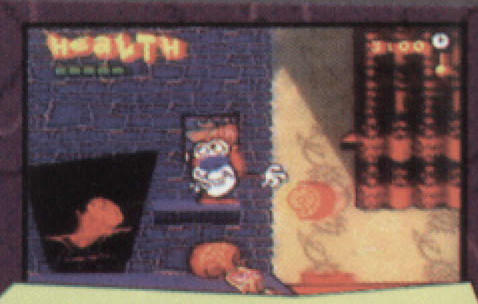
I hope so, Stimpy...your breath is keeeling me!

NICKELODEON

The Ren & Stimpy Show



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Load up on putrid power-ups like stinky socks, band-aids, Powdered Toast . . . even Log.™



Bizarre graphics and voice tracks make you feel like you're in the show. *Oh Joy!*

Holy Lederhosen! America's hottest cartoon cult Ren Hoëk & Stimpy are trapped in their own TV show . . . and it's up to you to bust 'em out before they fall victim to unsightly yellow build-up – or worse!

All you gotta do is help the heroes survive four of their classic adventures – The Boy who cried Rat, In the Army, Stimpy's Invention and Marooned with an enchanted, yet *deesgusting* journey through Stimpy's digestive system!

So play Ren & Stimpy and travel through the 16 lip-smacking levels of twisted gameplay into the real world of fresh air and pizza delivery. And don't forget your breath mints!

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